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STRATEGY GUIDE



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# ODDWORLD Munch's Oddysee™

PRIMA'S OFFICIAL  
STRATEGY GUIDE

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Jeff: All my thanks go to the three most important people in my life: mom, dad, and Tri. You guys lift and inspire me always.

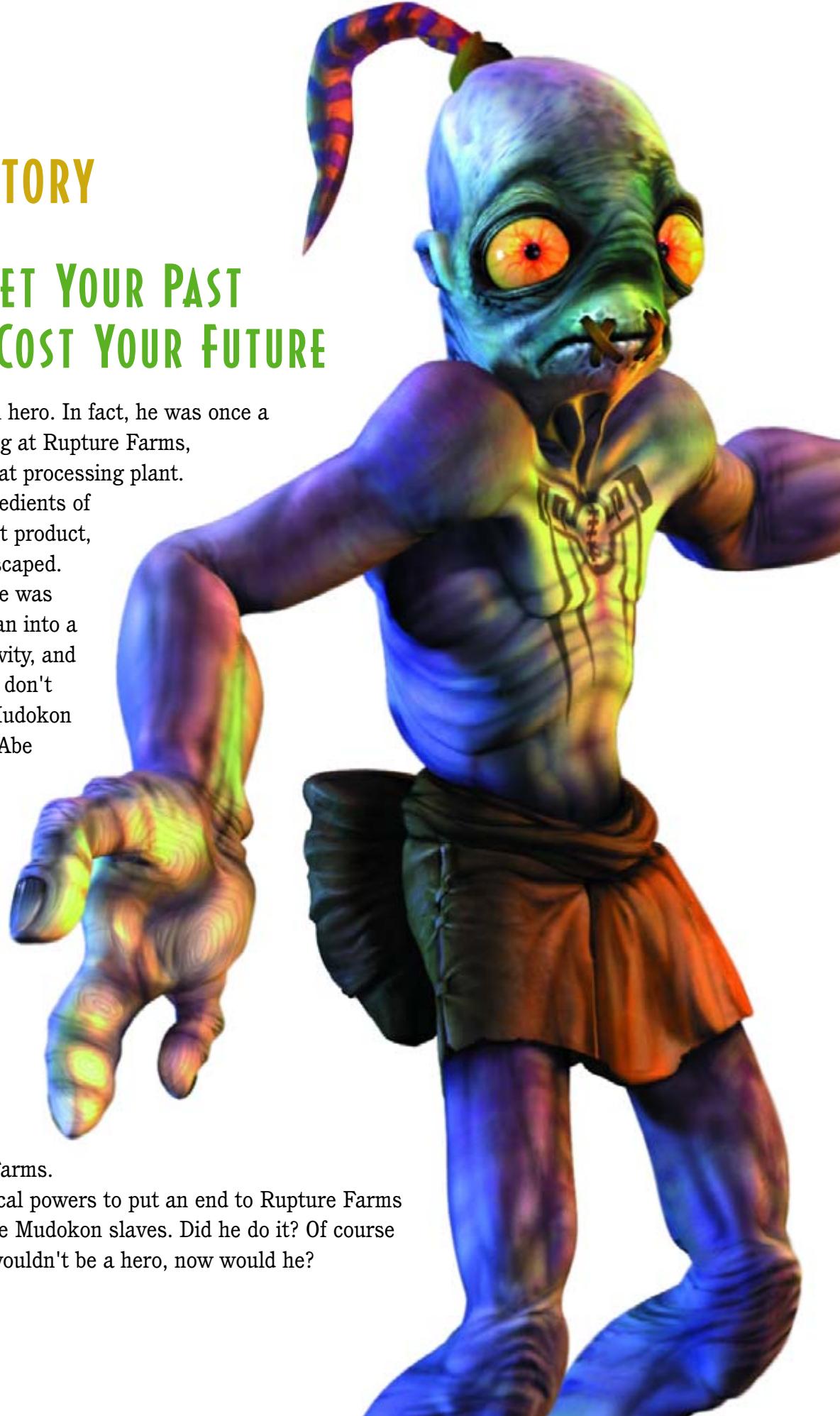
Michael: I'd like to thank my Aunt Marlene who's always been like a second mother to me. My love and prayers are always with you. I'd also like to thank my nephew Parker Dean True and my niece Sophia Bristow. You both have bright futures and will succeed at whatever you do. As soon as you're able to read this you're on the right track. And last but not least Tri and Jeff, who made this a fun project.

## THE BACKSTORY

### DON'T FORGET YOUR PAST OR IT WILL COST YOUR FUTURE

Abe is not your normal hero. In fact, he was once a Mudokon slave working at Rupture Farms, Oddworld's largest meat processing plant. He discovered the ingredients of Rupture Farms' newest product, Mudokon Pops. Abe escaped. However, the minute he was outside the plant, he ran into a little problem with gravity, and smashed his head. Oh, don't worry, Abe is fine. A Mudokon medicine man revived Abe and told him of his destiny. He was to bring balance to the lands by restoring the sacredness of two of Oddworld's not-so-cuddly creatures: Scrabs and Paramites. After facing these mighty creatures, Abe was informed of the next part of his adventure: returning to Rupture Farms.

Abe was granted magical powers to put an end to Rupture Farms and save the rest of the Mudokon slaves. Did he do it? Of course he did! Otherwise he wouldn't be a hero, now would he?





It wasn't long before Abe was called on again. This time he was visited by the souls of Mudokon Natives, who informed him of the Glukkons' secret operation in Necrum. The Glukkons were using blind Mudokon slaves to dig up the bones of their Mudokon ancestors to be processed into SoulStorm Brew. To make matters worse, the Glukkons were getting the Mudokon population addicted to the brew

to trick them into becoming slaves at the brewery. So, once again, it was up to Abe to make things right. He was told to free the slaves and destroy

SoulStorm Brewery, enabling the Mudokon ancestors to rest in peace.

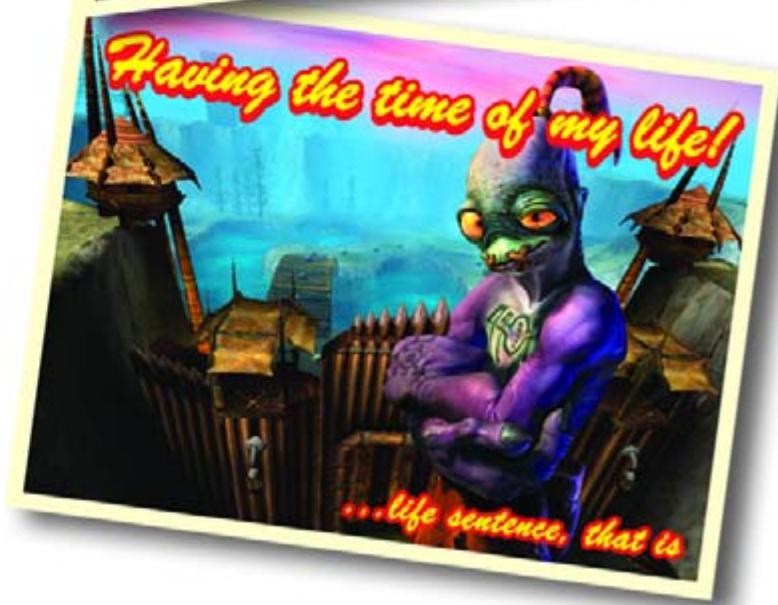
Abe barely made it out of the brewery, but again he triumphed over the Glukkons and saved more Mudokons from slavery.

So you see, Abe is quite the hero, and has come to accept it. Although he may not always want to, Abe has the abilities to find his enslaved brothers and bring the Mudokon society together. The only thing standing in his way are the Moolah-hording Glukkons who use the Mudokons for personal gain. Could there be other Mudokons out there? Can Abe single-handedly bring the Mudokons together, saving the species from the control of Glukkons? We can only hope.



## WHO'S ON ODDWORLD?

Oddworld is divided into two forces. On one side is the Natural World, where the Natives and wildlife roam free. On the other side is the Industrial World, where the creatures corrupt and pollute the land. When the two worlds collide, it spells trouble for the inhabitants.



## THE NATURAL WORLD

Many creatures inhabited Oddworld before the Industrialists came. They roamed the land when the skies were clear and the trees stood tall. If you look carefully, you'll spot them scattered about, even in these troubled times.

## HEROES AND FRIENDS

Munch and Abe have the tough job of rescuing their brethren. They must use their friends and even their enemies to navigate through the hostile terrain. On their own, these adventurers might fail, but together they stand a chance.



## ABE

Abe has the power to save his poor Mudokon buddies and Oddworld.

One minute he's tossing his friends to safety. The next he's possessing enemy Sligs to shoot the competition. You can count on Abe to take matters into his own hands.



## MUNCH

Munch is the very last of his kind. Could things get any worse? Well, if you consider the horrendous surgery the Vykkers performed on him, then yes, things did get worse. But Munch is a better Gabbit for it. With a Headport on his skull, Abe's one-legged friend uses his noggin to zap his enemies and free the poor Fuzzles.

Munch is an important ally for Abe, going where Abe can't. This includes watery areas where Abe can't swim. Without Munch, Abe would be up a river without...well, Munch.

## SHAMAN

This mysterious Mudokon is a helpful ally to Munch and Abe. He pops up at key points and give advice on what's ahead. After he gives his advice and disappears, you can bring him back to repeat his message.



## SCRUBS

The lowest of the low. These pathetic Mudokons have been forced into slave labor for the



Industrialists. It's up to you to inspire these lowly Mudokons, and have them rise up against their masters.

Have Scrubs pull Levers or meditate in Chant Circles if you need them to help in their rescue. When their job is done, free them through the Rescue Portals to increase your Quarma. Never again shall they be forced to clean up Slog poo!

## NATIVES

There are some Mudokons that still run free on Oddworld. These Natives have escaped the shackles of the Industrialists, and now they fight to stay that way, so you don't need to save them. They help you when you need them.

Among other things, you can use them in Chant Circles and when fighting Sligs. If only they had a leader to unite them....



More powerful than average Natives are Tomahawkers. These Mudokons are trained warriors with big clubs for whacking enemies on the head at close range.

For long-range attacks, count on the Mudarchers and their SpooceBows to get the job done with lethal precision.



# WILDLIFE

As the Industrialists chop up and use more land, the wildlife carries on. These creatures have either adapted to civilization, or are fighting it every step of the way. Watch your step, because sometimes the wildlife can be ravenous.

## FUZZLES

Fury, fuzzy, friendly little creatures...until they get angry.

Then they become ferocious balls of teeth. Luckily, they have an affection for Munch. They obey his every command if he frees them from the Puzzle Cages. Protect the Fuzzles and lead them to the Rescue Portals to raise your Quarma.

Don't let them die, and don't disappoint them!



## SCRABS

Think of cows, but quicker and with an urge to rip out your throat. They'll chase you around, but don't worry; round them up into their pens, and they won't be a problem.



## PARAMITES

Yuck! Not only do they look bad; they are bad. And they want to make a meal of you. Keep moving, and you won't have a problem with these pesky parasites.



## MEEPS

Soft, white, fluffy goodness. You have nothing at all to fear from these one-eyed creatures. In fact, they are a little leery of you. Round them up to become a real Meep herder.

## THE INDUSTRIAL WORLD

Where the Natural World ends, the Industrialists have set up base. You won't find much nature in the Industrial World unless the Industrialists are doing tests on it. Be very careful. The Industrial World is no place for an unprepared Mudokon.



### SNOOZER

If ever there were a need for a friend, it's in the Industrial World. Lucky for Munch and Abe, Snoozers are located throughout the different levels of the game. By using a Remote Control Port, Munch can operate the Snoozer and make it use a zapper and sleep-inducing needles to disable every enemy in sight.



### SLIGS

Sligs are the enforcers for the Industrial World. They know when to use lethal force—all the time.

Average Sligs come in a few forms. The Slig Slacker doesn't have any weapons, but it packs a mean slap. The Slig Bouncer carries a big stick perfect for beating guilty Mudokons. And watch out for the Slig Popper, who'll spray you with gunfire from far away.



SLIG SLACKER



SLIG BOUNCER



SLIG POPPER



ARMORED BOUNCER



ARMORED POPPER

What could be worse than your average Slig? A Slig with armor, of course. The Armored Bouncer and Armored Popper are new and improved Sligs. They're good at keeping the peace, and even better at leaving Mudokons in pieces.



**BIG BRO SLIG**

The Big Bro Slig is the meanest Slig around and it demands respect. Equipped with a firearm, it is almost unstoppable.



**ARMORED BIG BRO SLIG**



## **SLOGS**

Slogs are Sligs' best friends...unless they haven't been fed, and then any flesh is fair game.

Where there are Sligs, there are probably Slogs. Be very careful in areas that might have Slogs.

Slogs are menacing little beasts that put the hurt on you if you don't move fast enough.



## INTERNS

Interns are loyal workers for the evil Vykkers. They are willing and able to carry out the cruelest acts. Anything to move up in the Industrial World.

There are a few different kinds of Interns. The Worker Intern smacks you around, and the Shooter Intern fills you full of holes. Needless to say, steer clear of all of them whenever possible.



WORKER INTERN



SHOOTER INTERN



ARMORED  
WORKER INTERN



ARMORED  
SHOOTER INTERN

Even deadlier than normal Interns are Armored Interns. With a covering of solid metal, the Armored Worker Intern, and Armored Shooter Intern pose an even greater threat.

## VYKKERS

Vykkers enjoy experimenting on living creatures, including innocent Gabbits. Given the chance, the Vykkers would turn Abe and Munch into bloody bits.

Vykkers come in two forms: Scientists and Sawbones. Vykker Scientists use nothing but their bare hands for assaults, and Vykker Sawbones enjoy carving with a sharp metal blade.

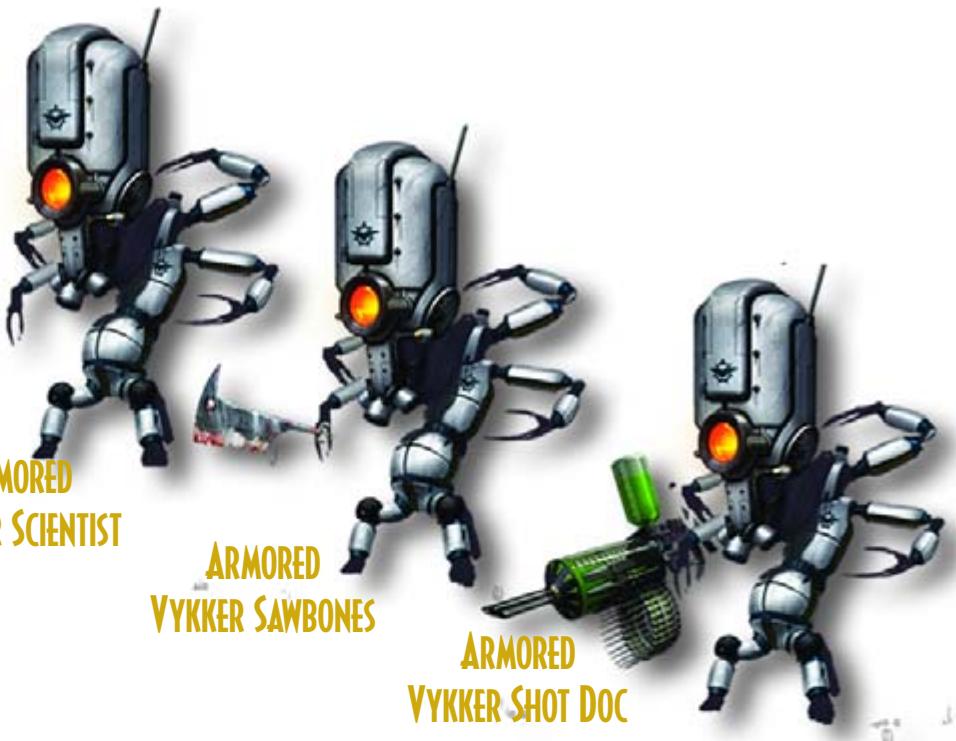


VYKKER SCIENTIST



VYKKER SAWBONES

Deadliest of all Vykkers are the Armored variety. Encased in metal, the Armored Vykker Scientists, Sawbones, and Shot Docs use whatever means they can to inflict pain and suffering. They're tough to beat, but you can do it.



## GLUKKONS

Glukkons are the true enemies of Oddworld. They are the leaders of the Industrial World, and they live off of the destruction of the environment. The only cares of the Glukkons are creating more wealth for themselves, and moving up the status ladder. Low-level Glukkons are Puds before they become Chumps. Then come Wanna-Bes and Big Cheeses. In the end, all Glukkons aspire to be Glockstars. Glockstars are the wealthiest of all Glukkons, and can afford to buy anything. It's up to Munch and Abe to drain them of their dirty money.





# KNOW WHAT YOU'RE READING, PUTZ!

So ya wanna be a hero, eh? Well, before you get any farther, take a gander at this section. They show you what things mean so you can find what you're looking for as you frantically thumb through this guide for answers.

## THINGS TO COLLECT

Check this board to quickly learn what you need to collect on this level. You must rescue Scrubs and Fuzzles to improve your Quarma. See the "Quarma" section at the end of this guide for specifics on what Quarma means to you. "Natives" include average Natives and the beefed up Tomahawkers and Mudarchers. The "Minimum Spooce Required" is the bare minimum Spooce that you need to get through the level. This number indicates how many Spooce you need to open all the SpooceLocks, and does not include the Spooce required to possess enemies or to resurrect or upgrade Natives.



## MAPS

A map of the level. Check these if you get lost. The maps show the locations of all the Fuzzles, Scrubs, and Natives. Maps also indicate where interactive items such as Levers, Teleporters, and Foot Switches are found.

## ENEMIES

Here's the line-up of enemies you face on this level. They are listed from least dangerous to most dangerous.

# CHARACTER ICONS ON SCREENSHOTS

Each screenshot in the walkthrough has one of the following three icons in the bottom-left corner:



The icons indicate which character you need to use for that part of the walkthrough.

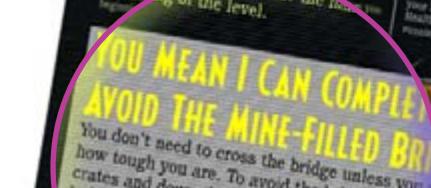
If is present, that means that you have to use both characters cooperatively to complete a task. Get it?

## NEW ODDITY

These boxes appear when you come across a new object. The box contains a little explanation of what the object does, and in what ways you can use it.

## INTRO

The first time you encounter an ally, enemy, or neutral creature, a box introduces it. Find out a little more about them!



## WALKTHROUGH

This is the bulk of the guide. The walkthrough leads you through the game. Read it for strategy on completing the level and rescuing your friends.

## SIDEBARS

Your journey through Oddworld is full of surprises. There are many ways to go about accomplishing the same task. The walkthrough only shows you one way. Take a peek at these sidebars for alternate methods of accomplishing the same task. Usually, the difference is just personal preference. But who knows; you might learn a trick or two.

# THE BASICS OF ODDWORLD

To survive in Oddworld, you must be familiar with some basics, such as knowing how to control Munch and Abe. Intimate knowledge of Oddworld objects is the difference between survival and being turned into the latest snack food. Study the following pages to get the scoop.

## BUTT-GRABBING AND OTHER FUN MOVES

Your adventures through Oddworld put you in control of several different entities. Besides Munch and Abe, you'll also take control of some unwilling enemies. Learn to use each of them efficiently and you'll breeze through the game.

## CONTROLLER SYMBOLS

Here is a guide to the controller symbols used in our text and what they represent on the controller.



# GAMESPEAK®

Oddworld is a dangerous place. To survive, you need the help of all your allies. Order them around with the following commands. Most apply to Abe's Mudokons and Munch's Fuzzles. A few commands are either Munch-specific or Abe-specific, and are listed as such.

## GREET INDIVIDUAL: **Y**



Greet your friend to get his attention. Once you have his attention, he'll follow you anywhere except off cliffs and over obstacles. This is true for Munch and Abe as well.

## GREET CROWD: HOLD **Y**



To get the attention of a group of Mudokons or Fuzzles, hold down **Y**. All allies in the area acknowledge and begin to follow you. This also applies to Munch or Abe if they are nearby.

## WORK (ABE ONLY): **B**



Your followers are eager to help you in any way. When Abe needs help pulling a Lever or activating a Chant Circle, press **B** to order his nearby Mudokons to get to work.

## FART OR BELCH: HOLD **X**



For poops and giggles, hold down **X**. Ain't this game great? Abe farts, and Munch lets out a grumbling belch. Yuck! Who had eggs for breakfast?

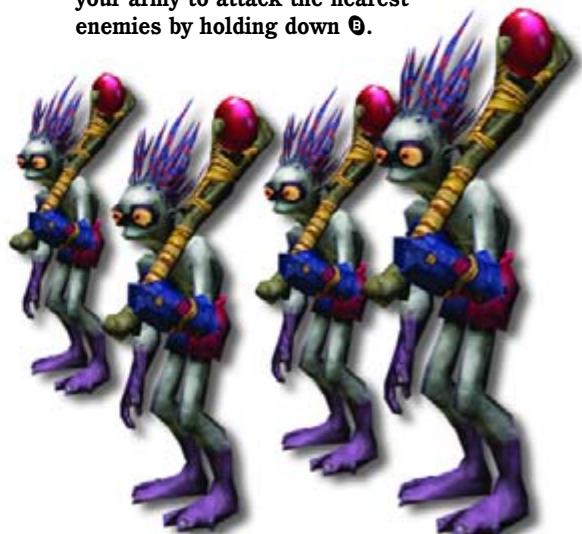
## WAIT: **X**

Sometimes, the places you go are too dangerous for your friends to follow. Press **X** to order them to wait where they are.

## ATTACK: HOLD **B**



Teamwork is critical in battle. Order your army to attack the nearest enemies by holding down **B**.



## ACTIONS FOR BOTH MUNCH AND ABE

### BASIC MOVEMENT:

Push all the way forward to make Abe run and Munch hop at top speed. Push a little less than halfway forward to make Abe walk and Munch slowly hop. Walk when you need more control. These commands also apply when Munch is in his Wheelchair.

### JUMPING:

Tap to jump. To jump forward, push in the desired direction. Don't stand too close to the obstacle you want to clear. Bouncing off the obstacle might put you in a dangerous position.

### ACTION:



Munch and Abe encounter many different things they must activate or operate. When in doubt, walk up to the object and tap . If your character jumps, you are either not near enough to perform that action, or that object doesn't require activating.

### ATTACK: CLICK



Abe can slap around his enemies by clicking down on . This is very weak attack for Abe, so use it only in emergencies. Munch requires a Zap boost before he can attack, but his attack is formidable. When Abe possesses an enemy or when Munch is in control of a Snoozer, clicking sets off the attack.

### SWITCHING CHARACTERS:

Press this in levels that star both Abe and Munch to switch between the two characters. Make sure your character is in a safe position before switching. It would be horrible if you left someone unattended in a Slog Pit.

### CHECK HEALTH, SPOOCE, AND QUARMA:



Press to check some vital stats. The green number is the number of Spooce you've collected. The circle of birds represents your health. If you run out of birds, you need to be revived. The ring above your head is your Quarma rating. See the "Quarma" section at the end of the book for details.

### CAMERA MOVEMENT:

Use to adjust the camera for better views of the game. The camera rotates around the current character to give you a better view of your surroundings.

### CENTER CAMERA:

After moving the camera using , you can recenter the camera on your character by pressing .

# ABE-SPECIFIC ACTIONS

## CHANT: (L)



Make Abe Chant by pressing (L). Chanting creates a Possession Orb. The longer Abe Chants, the longer the Possession Orb lasts. Creating a Possession Orb uses up to 10 Spooce. After you've created an Orb, control it as you would Abe, using (A) to make it jump. Run it into an enemy to possess that enemy.

## SNEAK: CLICK (L)



Click and hold down (L) to put Abe in Sneak mode. While holding it down, push (R) in the desired direction. Sneaking allows Abe to pass sleeping enemies undetected.

## GRAB AND TOSS OTHERS: (A)



Abe can pick up other creatures and toss them around like sacks of potatoes. Walk up behind Munch, Mudokons, or even enemies, and press (A) to grab them by their butts. Then you can throw them anywhere you please.

## CONTROLLING OTHERS

Abe's Possession Orb allows you to take control of your enemies. Munch's ability to jack into Remote Control Ports allows you to take control of the Industrial worker, the Snoozer.

## MOVEMENT: (L)

Moving around with enemies or the Snoozer is just like moving Abe or Munch. Push hard, move fast. Push soft, move slow.

## ATTACK: CLICK (R), AIM: (R)



Attacking with enemies and the Snoozer is similar to attacking with Abe or Munch. The one difference is that the Snoozer and some enemies can fire guns. When firing weapons, use (R) to aim, and click it to fire.

# MUNCH-SPECIFIC ACTIONS

## SONAR: (L)



Lost a Fuzzle? Press (L) to turn on Munch's Sonar. If a Fuzzle is nearby, Munch automatically turns to face it.

## ODDWORLD ODDITIES

Oddworld is no ordinary world. The following are the objects and items you run into throughout your travels, and how to use them.

### BONEPOWDER KEGS



These Kegs are filled to the brim with volatile Bonepowder. Abe can pick these up and throw them at enemies, and Munch can use a Crane to move the Kegs around. Throw them at other explosives to cause a chain reaction. Some Kegs regenerate after a short time, and some don't.

### CHANT CIRCLES



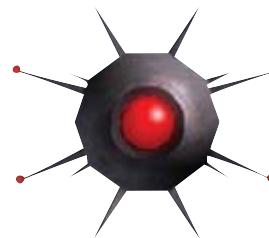
Chant Circles were placed on Oddworld by beings wiser than you can imagine. Yes, even wiser than *you*. The presence of Chant Circles is always significant. Find a Mudokon for each Chant Circle you see, and press **B** to make them work for their freedom.

### ACTIVATION ARROWS



Seen mostly in the beginning of the game, these arrows point you in the right direction. Stand on the arrows and press **A** to see what happens.

### CHANT SUPPRESSORS



Where Chant Suppressors are present, Abe can't Chant. This prevents Abe from creating a Possession Orb. Go ahead and try it if you don't believe us. Abe'll get the shock of his life.

### CRANES



These are ceiling-mounted Cranes. Munch can take control of them through Remote Control Ports. Forget your dreams of being a construction worker; you'll be building nothing today. Use Cranes to move creatures and explosives. If you can't drop a Bonepowder Keg directly over a Slig, drop it while the Crane is in motion. This causes the Crane to fling the keg over to the Slig.

### EGG NESTS



If Abe or Munch passes away, they reappear as an un-hatched egg within the Egg Nest. The remaining hero must crack open the egg to release the fallen friend. Press **A** next to the egg to revive your buddy.

### EMPLOYEE STATUS BOARDS



Keep track of your progress. The Employee Status Boards tell you how many enemies are left, and how many friends you've rescued. Sometimes you have to push a button to get the best view of it.

## EXPLDING CRATES



These are like Bonepowder Kegs except that they are stackable. Munch can use Cranes to move them around and set them off. As for Abe being able to throw them around, are you kidding? He'd need way bigger arms!

## FUZZLE CAGES



These evil contraptions hold your cuddly friends prisoner. Munch is the only one that can free them, using his Headport. Press **A** near a Fuzzle Cage to win a Fuzzle's undying devotion.

## LEVERS



Whenever you come across a Lever, pull it. A red light on the Lever means that it's inactive. A green light means it's active. If there is more than one Lever to activate at the same time, call on your Mudokons.

## FOOT SWITCHES



Activate Foot Switches with—well, your feet. It opens doors.

## INFORMATION TERMINALS AND STORY STONES



Information comes in two forms: Information Terminals and Story Stones. Step up to one of these and press **A** to read some pertinent information. Check all of these, or you'll be lost.

## LADDERS



Like in real life, you can climb up and down these things. Duh.

## LOADING CHUTES



Vykkers' ships have Loading Chutes scattered throughout. They transport fragile items such as Egg Crates. Drop all the Mudokon Labor Egg Crates down these Chutes to send them to salvation.

## LULU'S FUND VENDOS



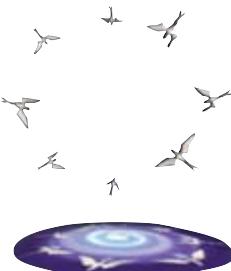
Proceeds from these Vendos go directly to Lulu's Fund. Possess nearby Glukkons and make them pour the contents of their pockets into these Vendos. The Moolah will be put to good use.

## MUDOKON RESURRECTION TOTEM



When a Mudokon passes away, use a handy totem to bring it back. It costs 10 Spooce per Mudokon. Mudokons come back as plain old Natives, so if you had Tomahawkers or Mudarchers, you'll need to upgrade them again. Resurrection Totems don't bring back Scrubs.

## RESCUE PORTALS



This is your gateway to salvation. Send all the Scrubs and Fuzzles you find through the Rescue Portals. Tap **A** while standing in the middle of a Rescue Portal, and watch them scream with glee.

## MUDOKON EGG CRATES



These are the future of the Mudokon race. It's up to you to decide what happens to the young Mudokons inside. Rescue them, and they'll be raised as independent-thinking Mudokons Natives. Otherwise, they'll be used as slave labor.

## RECYCLERS



With the way those Industrialists suck up resources, it's no wonder they need to recycle. Throw anything within reach of the Recycler, and watch it get sucked in. If you or your allies get too close to a Recycler, you will all be sucked in too!

## MINES



Mines are dangerous, kids. If you see one, don't touch it. If you step on one, it regenerates. Don't touch it again.

## REMOTE CONTROL PORTS (MUNCH ONLY)



Munch has control of Remote Control Ports, and he isn't giving it up; not even to Abe. Use Remote Control Ports to take control of Cranes and Snoozers. Dock into a Remote Control Port through Munch's Headport by pressing **A**.

## SHAMAN CIRCLES



This is where the wise and wisecracking Shaman appears. Listen to his advice to better understand your mission. To hear his message again, stand in the outer ring and press **A**.

## SPOOCLOCKS



You need Spooce to open SpoonClocks. The number on the SpoonClock indicates how many Spooce you need. Pour some Spooce into the SpoonClock by pressing **A** while standing next to it.

## SPOOCESHRUBS



Found growing throughout Oddworld, SpooceShrubs provide Abe and Munch with Spooce. Simply walk over them to collect them. You don't need to collect all of them; just enough to open SpooceLocks and create Possession Orbs.

## TRANSFORMATION SHRINES



Tired of your the same ol' Mudokons hangin' around? Here's your chance to upgrade your friends. Bring Mudokon Natives within reach of a Transformation Shrine, drop in some Spooce, and blam-o: brand spankin' new Tomahawkers. The deluxe version of Transformation Shrines turn Tomahawkers into SpooceBow-shooting Mudarchers.

## WHEELCHAIR GENERATORS



If Munch is careless with his Wheelchair and loses it, he can come to one of these Generators to get a new one. Simply pull the Lever, and a brand new squeaky-wheeled Wheelchair appears.

## STORM CIRCLES



Mysterious builders placed these throughout Oddworld. Storm Circles are used to channel Mudokon Chants. Gather the appropriate number of Natives, and order them to work. Working together, your chanting buddies can move mountains—literally.

## TRAVEL WELLS



What's down these Travel Wells? Enough juice to shoot you into oblivion, that's what. Or at least enough juice to get you where you want to go. Travel Wells are on land and in water in both the Natural World and the Industrial World. No bus pass needed here; just hop in and travel.

## ZAPPERS (NATIVE)



A Zapper is a Native's best friend. Natives created Zappers to protect precious areas. Areas that are protected by Zappers are safe havens for you and all of your friends. Any enemy that comes within reach of a Zapper is instantly zapped and teleported a safe distance away.

## TELEPORTERS



Step on one of these to have every atom in your body wrench in a different direction, then put back together at a different location. A picture of Abe, Munch, or both of them on the Teleporter indicates who can use it. (If there is no picture, both Abe and Munch can use it.)

## WHEELCHAIR



Munch is amphibious, so he doesn't travel well on land. Plop him into his trusty Wheelchair to wheel him around at a faster pace than even Abe can run.

## VENDOS

Vendos dispense tasty beverages to friendly folk, and weapons to angry folk. Because Vendos have not yet been standardized, the duration of the effects may vary from Vendo to Vendo.

You can tell what boost your character has by the color of the flare bubbles coming from his head. Each drink has a different color of bubble. As time runs out, you see a countdown in the same color above Abe's or Munch's head. When boosted with multiple drinks, note the color of the countdown to know which boost is running out.



### AQUA BOUNCE VENDO (MUNCH ONLY)



#### Flare Color: Dark Blue

Only approved for Munch's consumption, this watery drink increases Munch's jump height in the water.

### BOUNCE VENDO



#### Flare Color: Purple

Good for both Munch and Abe, this drink adds a little spring to their step. It makes them jump like they've never jumped before.



### BLITZPACKER VENDO (SLIGS ONLY)



When Sligs need a little extra punch, they call on the trusty Blitzpacker. Abe and Munch can't use these, but when Abe possesses a Slig, he can upgrade that Slig's weapon. The Blitzpacker is a rapid-firing killing machine. Click ⌂ to pull the trigger.

### EXPRESSO VENDO



#### Flare Color: Orange

This high-energy drink puts the afterburners on Abe and Munch. Watch them go!



## HEALTH-UP VENDO



When Abe's or Munch's little health birdies fly the coop, replenish with a Health-Up. Similar to the SoBe Vendos, one drink of Health-Up brings you to full health.

## INVISIBLE VENDO



### Flare Color: Yellow

Give a shot of this to Abe and Munch and...whoa! Where'd they go? Silly—they're invisible.

## LIL' HACKER VENDO (VYKKERS ONLY)



To perform their macabre experiments in the most efficient fashion, Vykkers need all the tools they can get. When Abe possesses a Vykker, put a Lil' Hacker in its hand and start chopping away. Click  $\circled{R}$  to slice and dice.

## SNUZI VENDO (VYKKERS ONLY)



When a dull and rusty Lil' Hacker blade isn't enough to cut through bone, pick up a Snuzi. Abe can use a Snuzi-wielding Vykker to take out other enemies.

Click  $\circled{R}$  to mow down your enemies *with* your enemies.

## SOBE ENERGY VENDO



For a refreshing pick-me-up, drink SoBe Energy. SoBe revitalizes Abe's and Munch's health birdies. One sip of SoBe, and they'll be at full health again. This is product placement at its finest!

## ZAP VENDO (MUNCH ONLY)



### Flare Color: Light Blue

The electrolytes in this drink give Munch's Headport a little kick. Nearby enemies don't stand a chance against the lightning bolt created by clicking  $\circled{R}$ .

# JOURNEY TO THE BIG WELL

Munch, the last surviving Gabbit, has been caught and taken to Vykkers Labs for research. As Abe (that's you) listens to Raisin's story, he realizes that Munch's plight is worse than his own story. Before Abe can free the rest of his Mudokon kin, he must rescue Munch. Abe's first task is to find the Big Well, then...well, looks like Raisin will tell us that when he wakes up from his nap.

## RAISIN'S CAVE

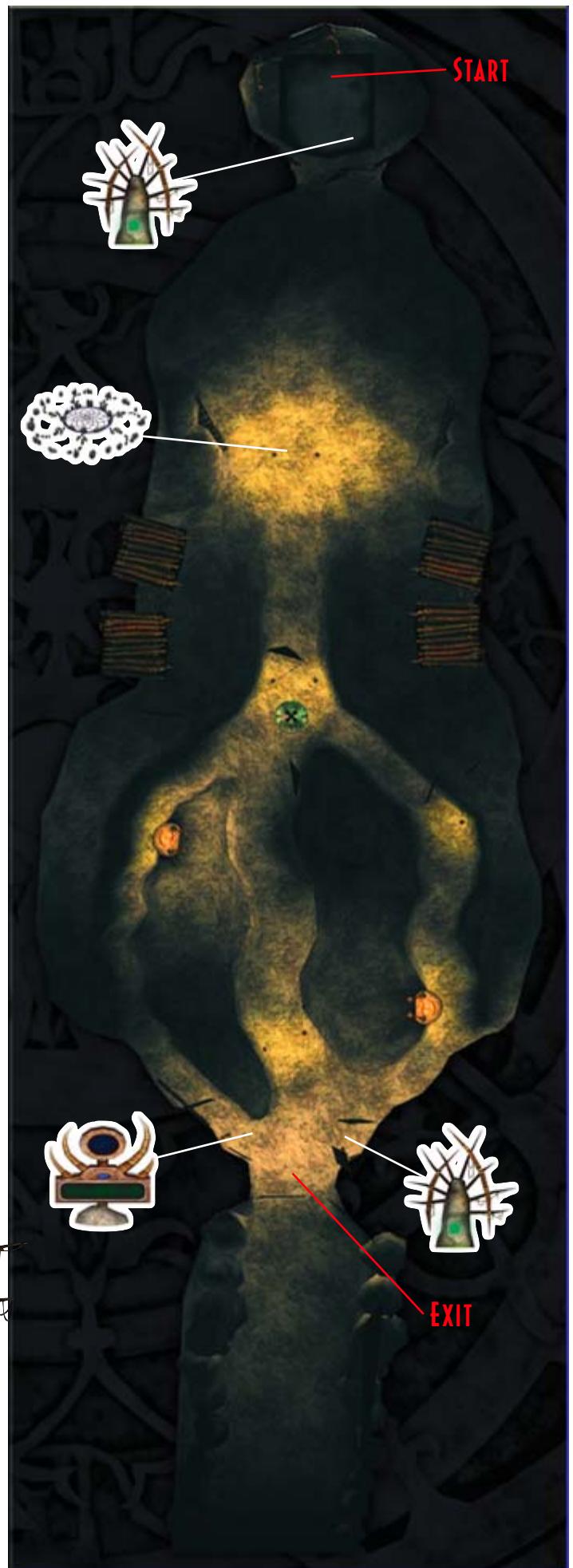
Before Abe can look for the Big Well, he needs to get out of Raisin's cave. Use this opportunity to get the hang of Abe's controls and familiarize yourself with the environment.



Your journey starts in a small room with a Story Stone. A sign next to it reads, "Press **A** to use." Stand on the blue arrows facing the Story Stone, and do as the sign says.

### ODDITY STORY STONE

These ancient oracles provide you with information throughout your quests. They tell you about new objects and how to use them. Stand in front of the green light and press **A** to receive a Story Stone's wisdom.





Activating the Story Stone also opens the door in this tiny room. Go into the larger area, picking up your first Spooce. You need 50 of them before you leave this level.

## ODDITY SPOOCE SHRUBS

SpooceShrubs are the source of Abe's mystic mojo! To collect a SpooceShrub, run over it. To check Abe's Spooce, hold **B** and note the green number.



You'll be collecting vat-loads of these SpooceShrubs throughout your journey. Use them to open doors and to create Possession Orbs.

## TIP

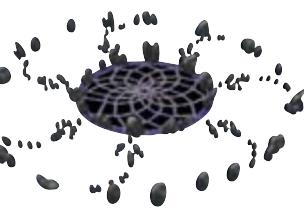
If Abe is running low on Spooce, Chant (**D**) next to a SpooceBud, and it'll grow into a full-fledged SpooceShrub. Abe can do this as many times as he wishes.



If you liked the taste of that Spooce, heads up, stitch-lips; the next room is full of 'em. Collect every Spooce in the room and advance to the far end.

## ODDITY SHAMAN CIRCLE

The Shaman Circle is where the Shaman appears. Sometimes you'll see the Circle before he appears, and sometimes you won't. The Shaman Circle remains after he disappears. To hear the Shaman message again, stand in the outer ring of the Circle and tap **A**.



It's a door protected by some sort of lock. The scrolling text reads, "Activate with Spooce." Must be one of those SpooceLocks for which you've been collecting all that Spooce. Stand in front of it, do as the sign says, and press **A** to use SpooceLock.

## ODDITY SPOOCELOCKS

Abe must prove that he is worthy to progress through his quest by opening SpooceLocks. The number above the lock tells Abe how much Spooce is required. To open a SpooceLock, stand in front of it and tap **A**.

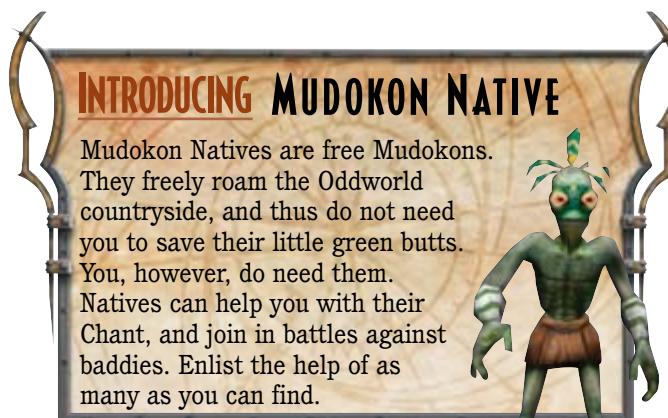


Not enough Spooce? Find the nearest SpooceBud and raise what you need. After you feed the hungry SpooceLock, the gate opens and your journey to the Big Well begins.

## INTRODUCING SHAMAN

Sent by the Almighty Raisin, the Shaman appears when Abe needs a little guidance. He appears now and again to inform you of your immediate concerns. Listen up if you expect to get through this alive.

# SPOOCESHRUB FOREST



Your path to the Big Well is not without resistance. To open the locked gate, you must enlist the help of that nearby Mudokon Native. Greet him by tapping **Y**, and lead him to the Chant Circle. Press **B** to have the Mudokons unlock the gate.



## ODDITY CHANT CIRCLE

Chant Circles remind lazy Mudokons that they need to practice their mystic meditations. When you see one or more Chant Circles, gather as many Mudokons as there are circles, and bring them near the circles. Tap **B**, and the Mudokons take their place to activate whatever needs activating.



Once through the gate, there is a trail of Spooce. These, along with the numerous signs, guide you to the Big Well. But before you go on your merry way, hop into the pit to collect some extra Spooce. Use the Travel Well to catapult yourself out.

## ODDITY TRAVEL WELLS

Travel Wells are a common means of transportation. Some must be activated before you can use them; others are ready for transport. You can attain otherwise unattainable distances by a jump into a Travel Well.



## TIP

You need skill to get all of the Spooce on the walls. Stand at the edge directly above the line of Spooce, and jump straight up. At the top of your jump, move Abe just a tad over the edge. This allows him to fall freely without bouncing off the wall and away from the Spooce.



Come down the ramp and unlock the gate to your left. Recruit two more Natives to your cause. Lead them along the Spooce path until you come to a small field of Mines. To open the gate behind you, carefully tread through the Mines and use the Travel Well to get on some scaffolding.

## ODDITY MINES

These are Mines. They blow up. Some are on land. Some are in the water. Stay away from them.



## CAUTION

Your Mudokon buddies, though loyal, aren't the brightest. Command them to wait at a safe distance from the Mines before going to the Travel Well.



Follow the scaffolding down to two more Mudokons, and have them open the gate in front of you. Doing so also opens the gate by the Mines. Lead your new friends out, and introduce them to the rest of the gang. Native count: 5.



Through the next door is another gate protected by six Chant Circles. Head to the Resurrection Totem to call one of your fallen Mudokons.



## RESURRECTION TOTEM

If any Mudokon Native passes to the "other side," you can bring him back to life with a Resurrection Totem. The number on top indicates how many Natives have passed on. The cost to bring one back is on the bottom. Stand next to the totem and drop some Spooces in it by pressing **A**. Note that Resurrection Totems cannot bring back Scrubs or Fuzzles.



Across this bridge is a barrier. Abe can hop over it, but his friends need help. Order them to wait, position Abe behind one of them, and press **A**. When Abe grabs his friend's butt, heave him over the barrier. Repeat the butt-grabbing until all of the Natives are over.



Follow the path of Spooce through the next gate and down the ramp. Another gate stands before you. Detour left to grab a Native before passing through this gate.

## TIP

Can't get the Native to follow you off the cliff? Grab his lazy butt and throw him off.



The gate opens to a larger area. In the middle of this area is a column with a Zap Henge at the top. The Zap Henge opens another gate at the far end of this area. Lead at least five of your Mudokon friends to the top of the column.

Before your Mudokons can use the Zap Henge, activate the SpooceLock to open the Travel Wells.

These Wells aren't for Abe, however. After the Wells are open, grab and throw one Native into each Well. After they're in position, they open the gate and teleport next to it.



## TIP

Not enough Spooce for the SpooceLock? Hop down from the Zap Henge and snoop around the trees in the surrounding area. There are plenty of Spooce, some Mines, and a couple of Natives.

## TIP

Natives won't jump for you. Grab their butts and toss them safely over the Mines.



Gather all of your Natives at the gate, and pass through. Ahead are eight Chant Circles that unleash your first enemies: a Slig Slacker and its pack of Slogs. Luckily, you've got your band of Mudokons to back you up. As soon as the gate lifts, order them to attack by pressing and holding **B**.

## INTRODUCING SLIG SLACKERS



Sligs make up the security forces that protect their Glukkon employers' interests. The Slig Slacker is the lowest ranking Slig. Think of Slig Slackers as the local rent-a-cops.

Although they carry no weapons and are the least dangerous of the Sligs, they can slap you around.

## INTRODUCING SLOGS

Slogs are the Sligs' best friends, and are always off-leash. These vicious critters are fast and mean. Stay away from them unless you have enough Mudokons to outnumber them. If you can count their teeth, you're too close.



Time to leave your loyal and lazy buddies to the Shaman. They'll join up with you later. Grab a tasty Bounce beverage from the Bounce Vendo to add a little spring to your step. Hop onto the crates and over the fence.

## ODDITY INFORMATION TERMINALS

The signs reads "Info," short for "Information." Stand in front of these terminals and press **A** to read about new items and objects. These are the Industrial World's version of Story Stones.



## ODDITY BOUNCE VENDOS

Bounce is the drink with spring. Drink Bounce to add height to your jumps. Like all Vendos, stand in front of one and press **A**.

When powered with Bounce, you see purple "flare bubbles" emanate from Abe's head. When Bounce is five seconds from running out, a purple countdown begins over his head.



Almost there, Abe. This Slog Run is the last leg of your journey to the Big Well. The SlooceLock on the other side of the Slog pit requires 85 Slooce. Don't have that many? There are 85 Slooce in the pit. The Slogs are fast, so you'll need a little speed boost to collect

those Slooce and get across safely. Chug some Espresso from the nearby Vendo, and show the Slogs your dust.



## ODDITY EXPRESSO VENDOS

Expresso Vendos dispense a speed-enhancing drink that makes regular espresso drinks look like warm milk. Take a shot of Expresso when you need a speed boost.

When powered with Expresso, you see orange "flare bubbles" emanate from Abe's head. When Expresso is five seconds from running out, an orange countdown begins over



## CAUTION

When collecting the Slooce in the pit, don't let the Slooce count over Abe's head confuse you. Keep a lookout for the orange countdown that indicates the Expresso running out, and refresh.

## TIP

Check your Slooce before collecting from the pit. You only need 85. Don't waste your time or risk Abe's hide if you have enough to open the SlooceLock.



You did it! The Big Well is on the other side of this tunnel. Munch can't be far now....

# ESCAPE FROM VYKKERS LABS



One moment, Munch was looking for his fellow Gabbits, and the next, he's on the cutting table of a heartless Vykker. The Vykker's name is Humphrey, and he's got grand plans for our little Gabbit. With Munch's newly implanted sonar attachment, Humphrey plans on raking in the Moolah by using Munch to seek out critters caught in his traps. To make matters worse, Munch overhears the Vykkers talking—Munch is the last of his species!

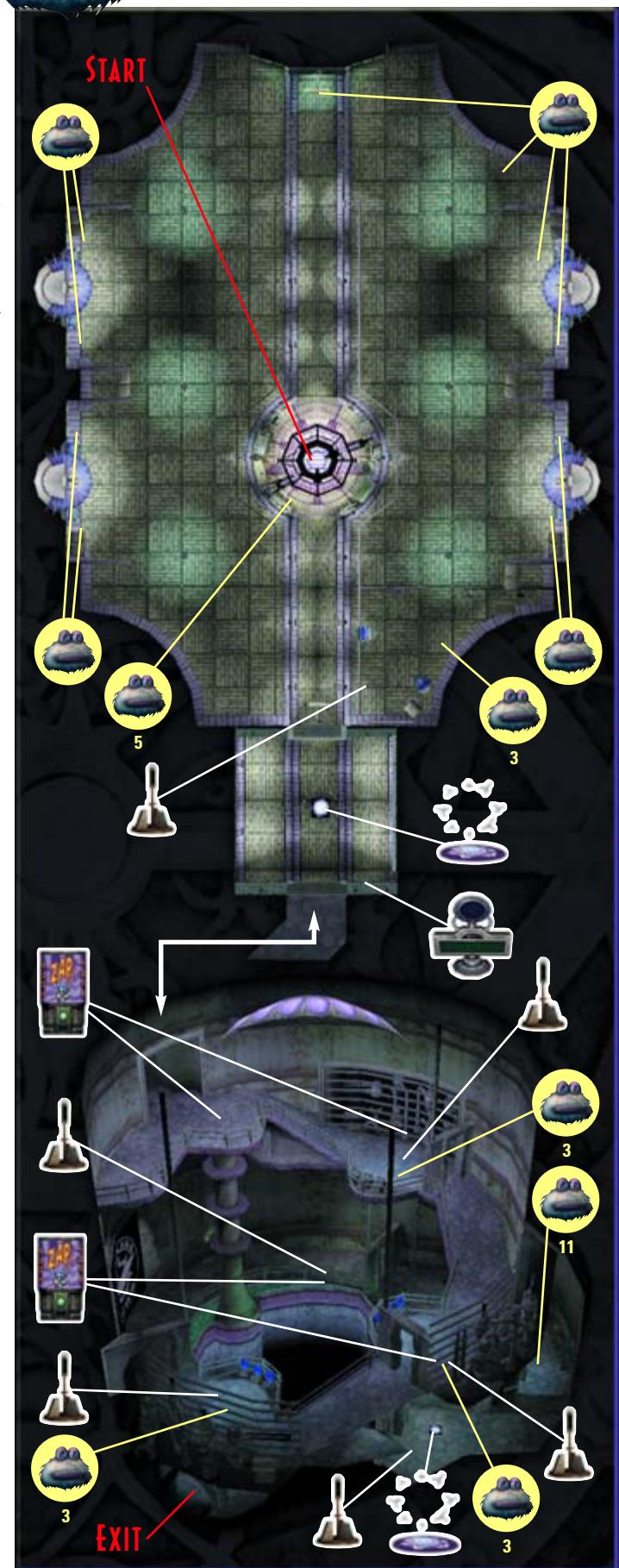
Munch needs to escape quickly. The furry Fuzzles, also subjects of the Vykkers' experiments, share the same fate. On their own, neither the Fuzzles nor Munch will make it out alive. But together, they might see freedom again.

## FUZZLE TESTING

It's a long journey out of here. The first order of business is to free the Fuzzles and get out of this lab before any Vykkers come back.



From the scary-looking chair, there are two ways to go. One way leads to the exit, which is closed, and the other way is a ramp leading up. Munch needs to open that exit. Head up the ramp to see if you can find a switch or something. While you're at it, find and free some more Fuzzles.



## INTRODUCING PUZZLES

Like Munch, the Fuzzles are victims of the Vykkers' twisted experiments. These cuddly, fury, and toothy creatures help you in your quests. You can command them to follow, wait, or attack, similar to Abe's Mudokon buddies. With their sharp teeth and sheer numbers, Fuzzles can be deadly.

Fuzzles are also fragile. Use caution when commanding them to attack. If any of them passes away, they cannot be revived. The number of Fuzzles you free directly affects your Quarma, so use them wisely.



At the top of the ramp, next to the Information Terminal, there's a cage with sad eyes peering at you. Thanks to the newly installed Headport on your noggin, you can free the poor Puzzle.

## ODDITY PUZZLE CAGES

These evil devices hold your Fuzzles captive. Munch can use his Headport to free them. Press **A** to zap the Puzzle Cages open. Once freed, the Fuzzles automatically follow you until you command them to wait. Free them all!



After freeing the four Fuzzles to the right of the ramp, walk to the left of the ramp and start freeing the Fuzzles there.



Free all the Fuzzles up to the Information Terminal to the left of the ramp. A Worker Intern beyond it will make short work of you if you aren't prepared. Stand short of the Terminal and order your 15 friends to attack him by pressing **B**.

## CAUTION

Have all of your Fuzzles' attention before sending them to attack. If only a few of them are at attention, only those ones attack, increasing the chances of losing them. Hold down **V** to make sure you have the whole group's attention.

## INTRODUCING WORKER INTERNS

Interns do the Vykkers' dirty work for them. Worker Interns are the lowest of the low. They don't carry any weapons, but they slap you around the first chance they get. They cause you a lot of trouble in the end, so dispose of them whenever possible.



With the Intern gone, safely free the three Fuzzles held captive there and pull the Lever to open the exit. Gather all of the Fuzzles and lead them to the exit door.



## ODDITY LEVERS

Levers are made for pulling. Stand next to a Lever and press **A** to pull it. A red light means the Lever is inactive. A green light means it's active. Pull all Levers you encounter.

Before the SpooceLock is a Rescue Portal. Press **A**, and all nearby Fuzzles leap to freedom.

While you're here, check out the Employee Status Board. The Board indicates that 18 Fuzzles have escaped, and 20 remain. Open the door and hop through.





## RESCUE PORTALS

Rescue Portals are the Fuzzles' ticket to freedom. Tap **A** next to a Rescue Portal, and nearby Fuzzles leap through. Rescue Fuzzles to increase your Quarma and get a Spooce bonus, too.



## EMPLOYEE STATUS BOARDS

These billboards provide information on friends and foes on the level. They show the number of enemies or friends left in



the level, as well as how many have been retired. Employee Status Boards also indicate how many of your buddies have escaped. Some Boards have a button below them to help you get a better view of the Boards.



On the other side of the door, you find a Zap Vendo. Zap electrifies Munch's Headport to better zap his enemies. Take a swig and head down the path.



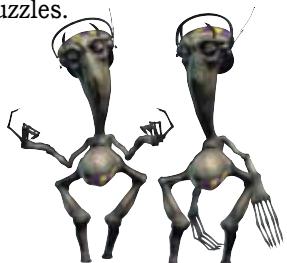
## ZAP VENDOS

Zap is a sports drink fortified with zinc and iron. When Munch is full of Zap, his Headport produces a deadly lightning bolt, sure to shock any nearby enemies into submission. Press **B** when near an enemy to knock it down. With the right timing, Munch can take on two enemies at once by alternating his lightning bolt between the two.

When powered with Zap, light blue "flare bubbles" emanate from Munch's head. When Zap is five seconds from running out, a light blue countdown begins over his head.



Near the next Zap Vendo, a Worker Intern ponders the terminals above three Puzzle Cages. With your freshly fortified Headport, zap him and free the Fuzzles.



Refuel with Zap and continue through the door and down the path. This Intern deserves the same treatment as the last one. This time, however, your little friends are there to help, and the Intern is dispatched quickly.

The next landing along the path has two Interns. With your Fuzzle army up to six-strong now, the Interns will be toast in no time. Time your zaps so that the Interns come at you one at a time after they get up.



### TIP

When zapping two enemies, keep them away from walls or objects. A zap normally sends your enemy to the ground, giving you a few seconds to deal with the second enemy. If there is a wall or any object behind the enemies, they bounce back from your zap and continue attacking.

Continue along the path until you reach a door with a Lever and a Zap Vendo. Pull the Lever to open the door and take a peep. Yikes—there are four Interns in there!



Take a shot of Zap before going through the door. Creep up to the nearest Intern, making sure your Fuzzles are with you. The Interns notice you, and all attack. Zap away. You and the Fuzzles take some hits, but you should all survive.

# A SAFER WAY TO DEFEAT THE FOUR INTERNS?

Remember: Fuzzles can't be revived. Munch immediately gets revived to a safe spot, but the remaining Fuzzles are left to fend for themselves, and often give their lives. To ensure the Fuzzles' safety, try the following method of attack.

Order your Fuzzles to wait on the ramp, just under the Exit sign. Charged with Zap, go through the door and creep closer and closer until one of the Interns starts chasing you. Do not zap him, or the others will follow. Bring the single (maybe two) Interns to meet the Fuzzles, and zap away. Repeat with the remaining ones. Divide and conquer.



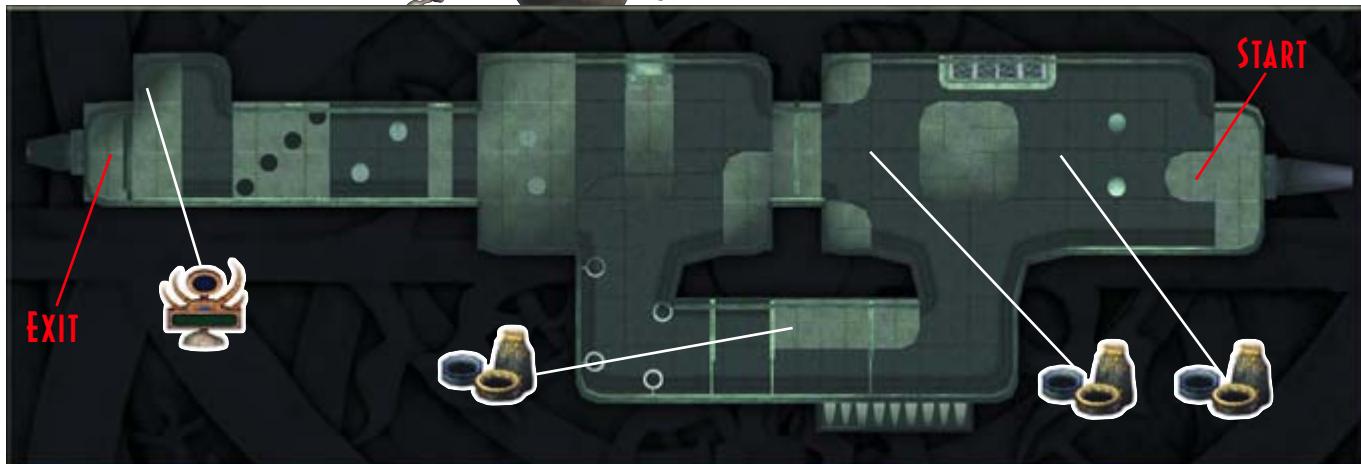
Free the remaining Fuzzles from their cages and send them to freedom through the Rescue Portal on the other side of the door. Check the Employee Status Board to make sure you've saved them all.



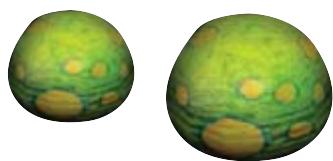
Another Lever and another door lead you to a small pool. Take a dive to reach the exit tunnel to your left. You've escaped the Fuzzle Testing facility of Vykkers Labs, and saved a few Fuzzles on the way.

## HYDROPONIC VATS

You're well on your way now, Munch. Time to swim for it. These Hydroponic Vats can be confusing, so keep your bearings and follow the Spooce trails. Travel Wells are scattered about to help you with the hard-to-reach areas. Grab as many Spooce as you can; you'll need them to open a SpooceLock at the end of this level.



You need 99 Spooce to unlock the SpooceLock at the end of the level, so start collecting them now. Use the Travel Wells to collect extra Spooce in higher areas.



### TIP

This is Munch's first taste of water in a long time. Munch is more mobile in the water than on land. Since this is a relatively safe level, use the opportunity to get the hang of his controls.

Let the Spooce guide the way. Following the Spooce to the exit, you meet some Slogs. They shouldn't pose a problem for you because they are bound to dry land. Get a running start, and hop over the first two Slogs. The short bounce takes you into the water before the Slogs get you.



This next platform is too wide for you to clear with a jump. However, there are some holes in the platform that provide safety from the Slogs. Aim your jumps so that you land in or near one of these holes. Jump from hole to hole until you reach the far end of the area.



**NOTE** Unlike Abe, Munch can't raise SpooceShrubs. If Munch doesn't have enough Spooce, he has no choice but to go find more.

Whew! Now all that stands between you and the next area is a SpooceLock. Ninety-nine Spooce required? If you're short some, go back and collect more.



## FLUORIDE TANKS

More sewers. The Vykkers are conducting top-secret fluoride experiments in these sewers. They are filled with water Mines



to protect their studies. Collect plenty of Spooce, free a few Fuzzles, and find your way out of here!



These are similar to the Hydroponic Vats. Swim around and collect Spooce, using Travel Wells to find the more hidden ones. Things are more dangerous here because of all the floating Mines, so be careful.

**CAUTION** Although the Mines let you touch the tips of the spikes, get any closer than that, and kablamo! Swim slowly around and between the spikes if you must go near them. Rushing will get you blown

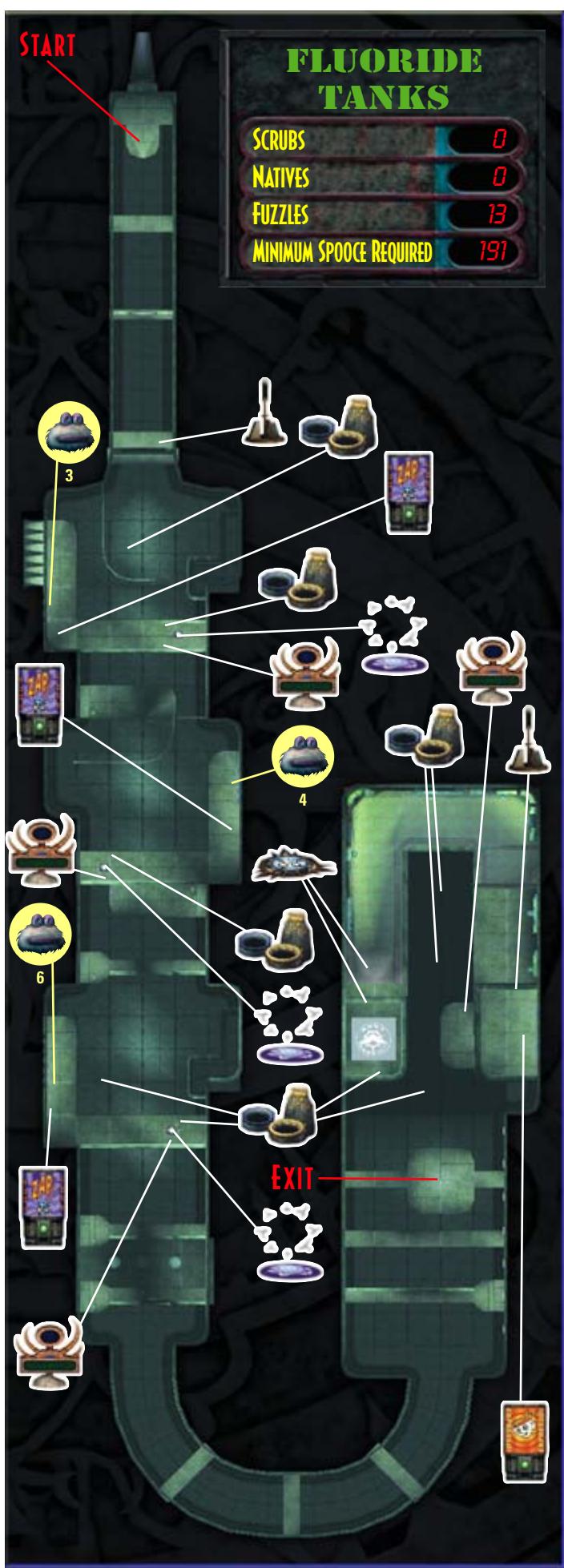


Follow the Spooce trail until you come to your first Zap Vendo and Puzzle Cages. The Worker Intern here is easy to defeat. He is also distracted, and doesn't see you going for the Zap Vendo.



Leave the Fuzzles in their Cages for now. There's no need to put them in danger when you can deal with the Intern on your own. Grab a Zap boost and head over to the Intern, staying far from the water. When the Intern is between you and the water, zap him. He goes flying into the water. Did you know that Interns don't know how to swim?

**CAUTION** If the Intern hits a Mine when he goes over the edge, he'll land on dry land. In this case, give him a couple more zaps to finish him off, or send him into the water.



Now that it's safe, release the Fuzzles and send them on their way via the Rescue Portal. Use the SPOOCELOCK to open the Travel Well, and hop in.



More Workers guard the next set of Fuzzles. This time, there are four Fuzzles and two Workers. You can free the Fuzzles and have them help you, or take on the two Workers by yourself. Either way, the approach is the same as last time.

Grab the Zap and get behind the first Worker undetected. Zap him into the water and turn your attention to the second one.



**Nothing is foolproof. Be prepared for things to go wrong. The first Worker Intern could bounce off a Mine and land where he began. If this happens, alternate your attack between the two Interns. It shouldn't take much to finish off the first guy.**

**Also, be wary of the Travel Well. The Interns stand really close to it and can bounce off of it, giving you less time between zaps.**

Set the Fuzzles free and use the Well to move on.

Swim through the Mines, jumping over them when necessary, until you reach the next set of Fuzzles and Interns. This time, there are four Interns. The approach you've been using won't work here. If you enlist the Fuzzles' help, you'll surely lose a few. Time to divide and conquer.





Leave your friends locked up for now. Grab a Zap and creep toward the first Intern until he sees you. *Do not zap him.* Zapping him will bring the others. Instead, let him chase you around the corner, where you can zap him into the water. It's OK to

take a few hits; you'll survive. Repeat this for the rest of the Interns so you can safely free those Fuzzles.



You're not far now. Press on, collecting Spooce until you reach the next SpooceLock that requires 99 of them. Open it to find an Espresso Vendo and a Lever. The Lever opens another door that leads to a Mine-ridden room containing Interns. With no Zap Vendo around, outrun them.

**CAUTION** You can be hurt even if you don't step on a Mine. If an enemy steps on one, the blast radius of the explosion can reach you. Stay far from the Mines when being chased through a minefield.

Take a shot of Espresso, and start bookin'. Stay far from the Interns while avoiding the Mines. Run up the ramp and find the Teleporter that takes you to safety. Now you're just a hop, skip, and a jump away—literally. The

Travel Well here is the first in a series that gets you out of these sewers.



## ODDITY TELEPORTERS

Teleporters do what you expect. Stand on them and have them whisk you away. Some Teleporters are two-way, and can take you back to where you came from; some are only one way. Some need to be activated; some don't.



## SNOOZIE LAB

This is it, Munch. The Poop Chute at the other end of this lab is your ticket outta here. The bad news: The lab is full of Interns. The good news: You have a new toy to do the fighting for you.



No one knows how bad you want to reach that Poop Chute. The only things standing in your way are those no-good Interns. This time, there are too many for you to handle, even Zap-fortified. Resourceful Gabbit that you are, take control

of the Remote Control Port, thus taking control of the nearby Snoozer.

## ODDITY REMOTE CONTROL PORTS

Munch's Headport can jack into these Remote Control Ports. Once jacked in, Munch can take control of whatever the Port is connected to. In this case it's a Snoozer robot, but the Port can also control Cranes. Tap **A** to use it. To return to controlling Munch, press **D**.

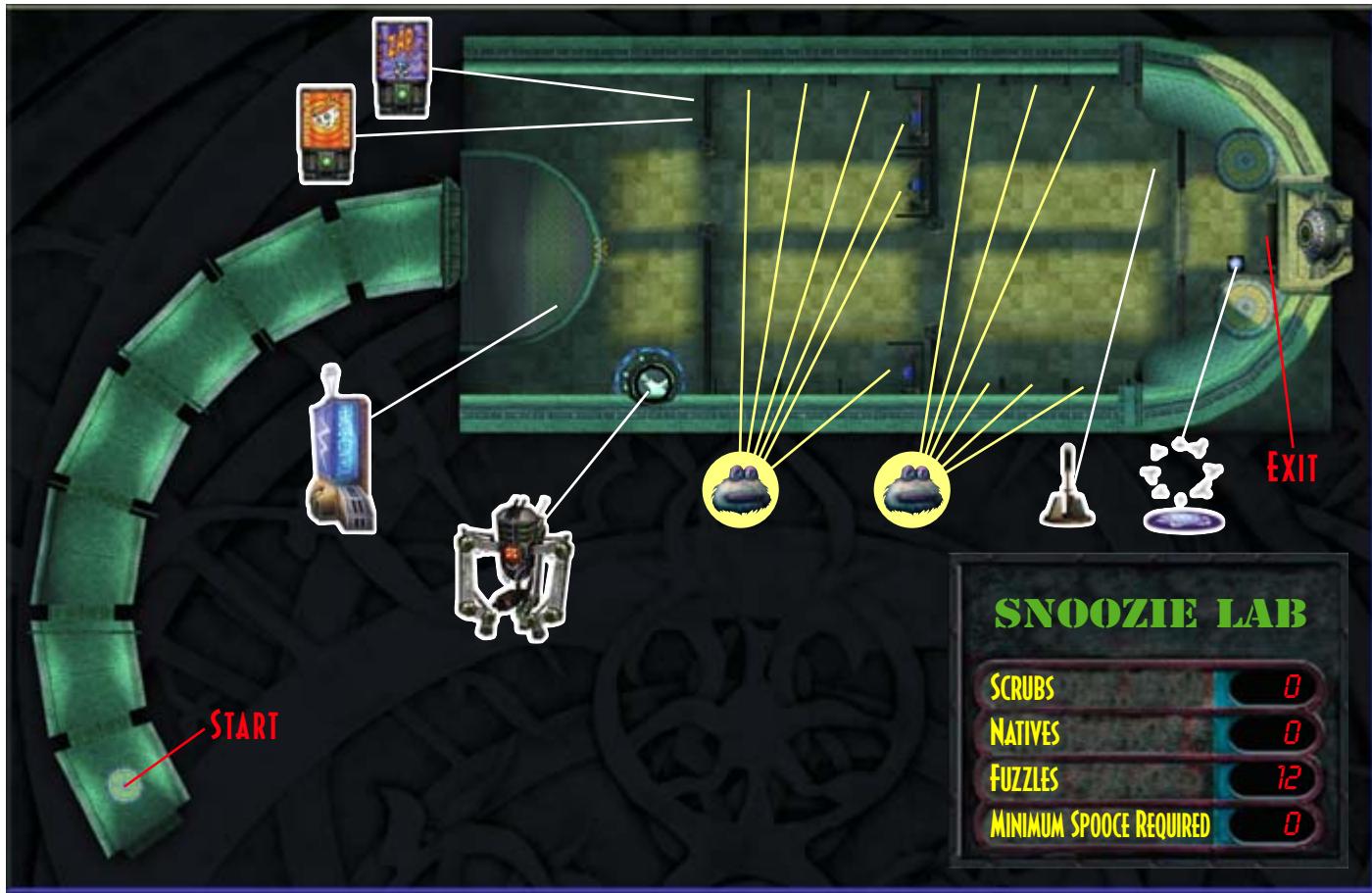


## INTRODUCING SNOOZERS

These industrial workhorses are called Snoozers for a reason. A few shots from a Snoozer's gun puts nearby enemies into a deep slumber. At close range, Snoozers can zap would-be attackers. Munch fans should be familiar with these tactics. Click **B** to shoot and zap.

Munch must use a nearby Remote Control Port to take control of Snoozers. Control the Snoozer as you would Munch. Beware: The sleepy effect of the gun wears off. To get rid of enemies for good, get in close and zap them. When you're finished with the Snoozer, press **D** to release the Remote Control.





Before the Snoozer can start mowing down Interns, it must blow up the Exploding Crates. Take up the angled position shown here and lean on **□**. At this angle, the Worker Interns can't help but cross your line of fire as they pour through the newly created opening.

## ODDITY EXPLORING CRATES

Blow up Exploding Crates whenever possible. You never know what they might be hiding or protecting. Neither Abe nor Munch can blow them up on their own, however. Abe must throw Bonepowder Kegs into them or possess enemies that can shoot them. Munch must use a Crane to drop the Bonepowder Kegs onto them or take control of a Snoozer to shoot at them.



Though they cross your line of fire, they aren't all knocked out before reaching the Snoozer. As the Interns surround you and attempt to beat you into submission, rotate **□** while still holding it down to lull the groping Interns with the sleep-inducing laser.

## TIP

Lost a Snoozer on the battlefield? No problemo. Munch has an endless supply of these behemoths. Replace each lost Snoozer with a fresh one, and press on!

With the first batch of Interns put to bed, move into the next area, where another set of crates separate more Interns.

Give them the same treatment you gave their narcoleptic buddies.

Watch out for the Armored Shooter Interns guarding the exit.



## INTRODUCING ARMORED SHOOTER INTERNS

These Interns are armored and carry chain guns. What does this mean to you? They are harder to take down than Worker Interns, and can hurt you from far away. Though they won't chase you down, they'll laser you until you are no more.

Dispose of Armored Shooter Interns any way possible—and the faster, the better.



With the meanies in the lab cleared, free the 12 Fuzzles and hop down the Poop Chute. Hurry; the Interns can't sleep forever. Grab a shot of Espresso to speed things up, and a can of Zap for protection in case any Interns wake up.

## DON'T LIKE TO LEAVE LOOSE ENDS?

You have plenty of time to escape before the Interns awaken. But if you're not comfortable leaving them lying around (because you're scared they'll wake up, or because you want vengeance), you can dispose of them once and for all. Walk around with the Snoozer and zap all of the Interns until there's nothing left but dust. That should teach them not to cut up endangered species for profit.



The Lever opens the door to the Rescue Portal and Poop Chute. The button on the wall shows you the Employee Status Board. Make sure you've freed all of the Fuzzles before you jump down the Chute. Whew!

## RETURN TO THE RAISIN

Munch did it! He made it safely to the Poop Chute. And just in time. Abe, with the help of his loyal Mudokon friends, found the Big Well and was on his way to Vykkers Labs. Who knew Munch would be dropping in so soon?

Abe and Munch's first meeting isn't pleasant, but at least they found each other. After the dust settles, they must make the long trek to the Raisin. The journey is full of Sligs, Slogs, and other nasty creatures out to get them. Alone, they wouldn't last a minute. They'd be turned into Slog chow, or worse. But working together, they may survive long enough to see the Raisin.

## MUDOKON PENS

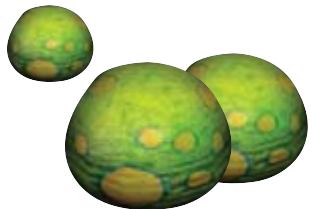
You have a long road ahead of you, and there are plenty of Sligs ready to beat you into pudding. Teach those Sligs that you're not just a meat substitute. As you go, rescue any Mudokons and Fuzzles that need help. Your kindness is sure to be rewarded.



# RETURN TO THE RAISIN: MUDOKON PENS



You start in a small area sealed off from the rest of the level. Collect the four SpooceShrubs and take them to the SpooceLock. Uh-oh, looks like you're one SpooceShrub short.



**TIP** Munch and Abe can work together to accomplish a goal. Both can add Spooce to the same lock to get a door open. Just press **B** to switch between Munch and Abe.



Grow a SpooceShrub with Abe, and open the lock. Pick up Munch, and head out the open gate. Follow the trail of Spooce past the Egg Nest until you run into a low wall. Toss Munch over the wall, then follow him onto the ledge beyond.



## EGG NESTS

Egg Nests are scattered throughout the levels. If Abe's or Munch's spirit leaves Oddworld, he is reincarnated as an Egg. To get him back, find an Egg in an Egg Nest and press **A**.



You now have the ability to possess your enemies. Create a Possession Orb by holding **□**, and run it into the Slig Bouncer standing near the water's edge. Once you have possession, the Bouncer is under your control. Run your enemy into a

Mine, drown it in the water, or just de-possess to make it explode. Any way you do it, get rid of that Bouncer.



**Abe can create a Possession Orb made from Spooce by Chanting (holding **□**). The longer you Chant, the larger the Orb, and the farther it can travel. After a Possession Orb is formed, you can move it around the level. Don't take it across water, because it'll sink. If you don't use your Possession Orb within a certain amount of time, it disappears and you waste the Spooce it took to make it.**



Time to put Munch back to work. Go past the closed Travel Well and jump in the water. Swim left along the cliff until you see a Zap Vendo.

Power up with a Zap, jump onto the platforms sticking out of the water, and jolt those Sligs into the water. Don't forget to

zap the Bouncer on the pier across from where you left Abe.



Advance to the area with the SpooceLock, a Wheelchair, and the first Mudokon Pen. Behind the fence are four Fuzzle Cages. Use your Headport to free the Fuzzles, and have them attack the Slig within the pen. Defeat him and the gate opens; the Fuzzles are ready to

follow you. Leave the Mudokon there for now. Jump on the Wheelchair and follow the trail up the ramp.



## WHEELCHAIRS

Wheelchairs are handy for Munch. To get aboard, move Munch next to it and press **A**. Also press **A** to get up from the chair. Using the Wheelchair enables Munch to move faster and jump higher. Too bad he doesn't have any oil for that squeaky wheel.



Wheelchairs always appear on a generator. Identify a generator by the blue picture of Munch in a Wheelchair engraved on it. If you ever lose your Wheelchair, go to a generator and pull the red Lever. A new Wheelchair appears.



Continue to follow the Spooce trail past the Egg Nest and the Resurrection Totem and down to the other side of the hill. Collect all the Spooce you see, because you need a lot for a SpooceLock later. On this side of the hill are two more Mudokon Pens.

Free the Fuzzles, and open the gates like you did before.

Set those Fuzzles free at the Rescue Portal. After doing so, you should have the 60 Spooce needed for the SpooceLock by the Wheelchair generator. Use it to open the Travel Well near Abe. Abe can now jump into the Well and travel to the same side of the map as Munch.

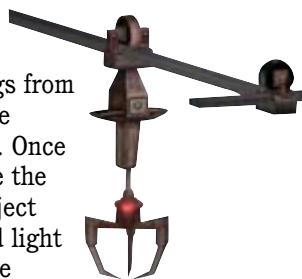




Have Abe round up the three Mudokons still in the Pens. Put them to work at the Chant Circles on the pier to open up another Travel Well for Munch in the water.



Once through the Travel Well, have Munch take control of a Crane through the Remote Control Port. Use the Crane to drop Bonepowder Kegs on the wall of Exploding Crates blocking Abe and his Mudokon friends. Drop Kegs on the unsuspecting Bouncers while you're at it.



## ODDITY CRANES

Cranes are useful for moving things from one place to another. You can move Crates, Kegs, and even Mudokons. Once Munch has control, use **□** to move the Crane. Move the Crane over an object you want to pick up. When the red light turns green, press **A** to pick up the object and **A** again to drop it. When you're finished, press **□** to disengage the Crane.

## ODDITY BONEPOWDER KEGS

Bonepowder Kegs are highly explosive. Use the Crane to pick them up and drop them on unsuspecting enemies. You can also have Abe pick up Kegs in his arms and throw them at the bad guys. Any way you deliver the Bonepowder Kegs to your enemies, the results are always the same: A large explosion and bodies flying. Just don't drop Kegs near yourself, or you'll be hurt.

## TIP

**Dropping a Bonepowder Keg on an unsuspecting Slig is a lot of fun. But drop a Keg between two Sligs standing close together to wipe them both out. Two dead Sligs are better than one.**



Move Abe through the new opening and put him within reach of the Crane. Lift Abe into the air with the Crane, and drop him on the highest ledge on the right side. Behind this spot is a little Spooce valley with a lone Mudokon. Grab him by the seat of his pants and throw him into the valley Abe just came from.



Since Abe is up there anyway, grab those Bonepowder Kegs along the ridge, and throw them over the edge to destroy the other Exploding Crate wall. With the remaining Kegs, destroy Sligs below.

## TIP

**When using the Crane to drop Bonepowder Kegs, use momentum to your advantage. Instead of dropping the Kegs straight down, swing the Crane to fling them in any direction you want. This way, you can hit targets that are normally out of your reach.**



Move Munch into the Wheelchair near the Crane controls. Jump the Mines and get the attention of the Bouncer guarding the gate. As he follows you, jump back over the Mines and listen for the explosion. Repeat the process until the Bouncer is dead.

Gather your four Mudokon Natives and bring them to the gate where Munch just killed that Slig. Leave them at the gate, then drop down the cliff located to the left of the gate into a Mudokon Pen holding two Tomahawkers. Pull the Lever and order them to fight the Slig on duty.





## INTRODUCING TOMAHAWKERS

Tomahawkers run free on Oddworld, but this class of Mudokon has one distinct difference...they carry Tomahawks! And they aren't afraid to use them. These Mudokons were made to rumble. They make a nice addition to your fighting force wherever you go.



With your new friends, return up the dirt ramp to the gate. Round up all the Mudokons and open the gate. The Sligs within should be no match for your fighting force.



Check the Employee Status Board to make sure you rescued all of the Fuzzles. Now put those Mudokons to work on the Chant Circles. You need at least three to get the job done. Their Chanting activates a Teleporter. Move only Abe and Munch onto the Teleporter, and you're outta there.

## SLOGHUT 1027

You've made it to the first Sloghut. It hasn't been easy, and it doesn't get any easier. There are Sligs and Slogs here ready to do their worst to you. You might be scared, but think of all those poor Scrubs cleaning up Sloggy poo! You must free them.

### SLOGHUT 1027

SCRUBS	9
NATIVES	0
FUZZLES	0
MINIMUM SPOOCE REQUIRED	0

### ENEMIES



Use the Remote Control Port to operate the Crane. One by one, pick up the Slig Bouncers and toss them into the Recycler. Throw the Slogs in as well, just to be on the safe side.

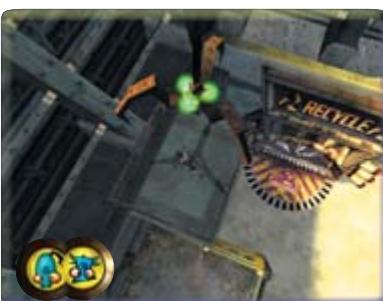
### ODDITY RECYCLER



Let nothing go to waste, especially flesh, bone, and unidentified squiggly parts. The Recycler sucks in and chops up anything within its pull. This is a great tool for eliminating your enemies. Toss them in, and watch the fun begin. Just don't let your friends get too close (and don't get too close yourself!). The spinning blades make no distinction between good guys and bad guys.

### TIP

For even more fun, pick up the Bouncers with the Crane and drop them into the Slog Pens. Those Slogs are very hungry, and they make short work of their masters.



When you've eliminated all the enemies, use the Crane to pick up two of the three Scrubs from their pens and drop them to the bottom level. The Crane can't reach the third one, so you need Abe's help to reach him. Have Abe jump down to join the Scrubs.



## INTRODUCING SCRUBS

These are poor, wretched Mudokons. They are forced to wear ugly black-and-white striped uniforms. They're also forced to perform slave labor. It's up to Abe and Munch to save them from the slave drivers.

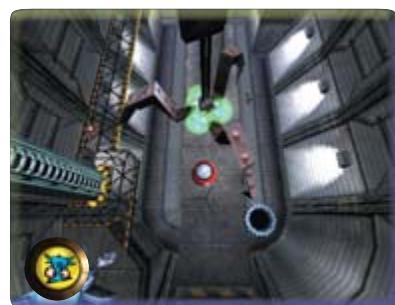


Pick up Abe with the Crane and drop him on the left ledge, where the last Scrub is working. Abe can toss him down to join his buddies. Now carry Abe over to the Lever above the sealed door and let him do his thing.



Once the door is open, move the party through. Scrubs aren't the brightest Mudokons, so make sure they don't get sucked into the Recycler. Keep Munch on the catwalk on the left side. Take a shot of Espresso to speed things up. Go through the Teleporter and continue along the catwalk through the hallway and into the next room.

When you get to the end of the catwalk, climb down the ladder and plug into the Crane. Grab Bonepowder Kegs from across the room and drop them on the Slig Bouncers. You need to clear the area before Abe comes.





Toss the three Scrubs to the floor below, then jump into the holding pen on the right side of the room. Talk to one of the Scrubs, and place him on the Foot Switch to keep that door open.

## ODDITY FOOT SWITCH

Did you find a locked door but no Lever to open it? Look for a Foot Switch nearby. With your feet (or foot) on the Switch, the door opens. When you step off the Switch, the door closes after a short time. Not all Foot Switches are equal; some doors close faster than others.



Take a drink from the Expresso Vendo, and grab a Scrub by his butt. Now hightail it through the hallway. Avoid Mines, Slog bites, and Slig Popper fire. No use in fighting when you can run.

## TIP

The Mines are clustered in the center of the room. Don't like snaking through them? Stick to the edges of the minefield to make it past them.



Once you get to the other side of the minefield, run up the ramp in the center of the room. Don't worry about those Slogs chasing you. They can't follow you all the way up the ramp to the ledge beyond. You and the Scrub arrive at a locked door and six Levers.



If any Slogs did follow you into the room with the ramp, have Munch drop some Kegs on them. Drop Abe down to the ground and jump into the Travel Well. Then have Abe follow the catwalk to the group of Scrubs.

## NOTE

Continue the process of getting all of your Scrubs to the other side of the minefield. Like before, drink the Expresso because you need to move fast to stay alive. The Mudokon on the Foot Switch should be the last to go. If any more Slogs show up, have Munch blow them up like before.

## TIP

If Abe dies, have Munch bring you back to life. There's an Egg Nest near the Levers.

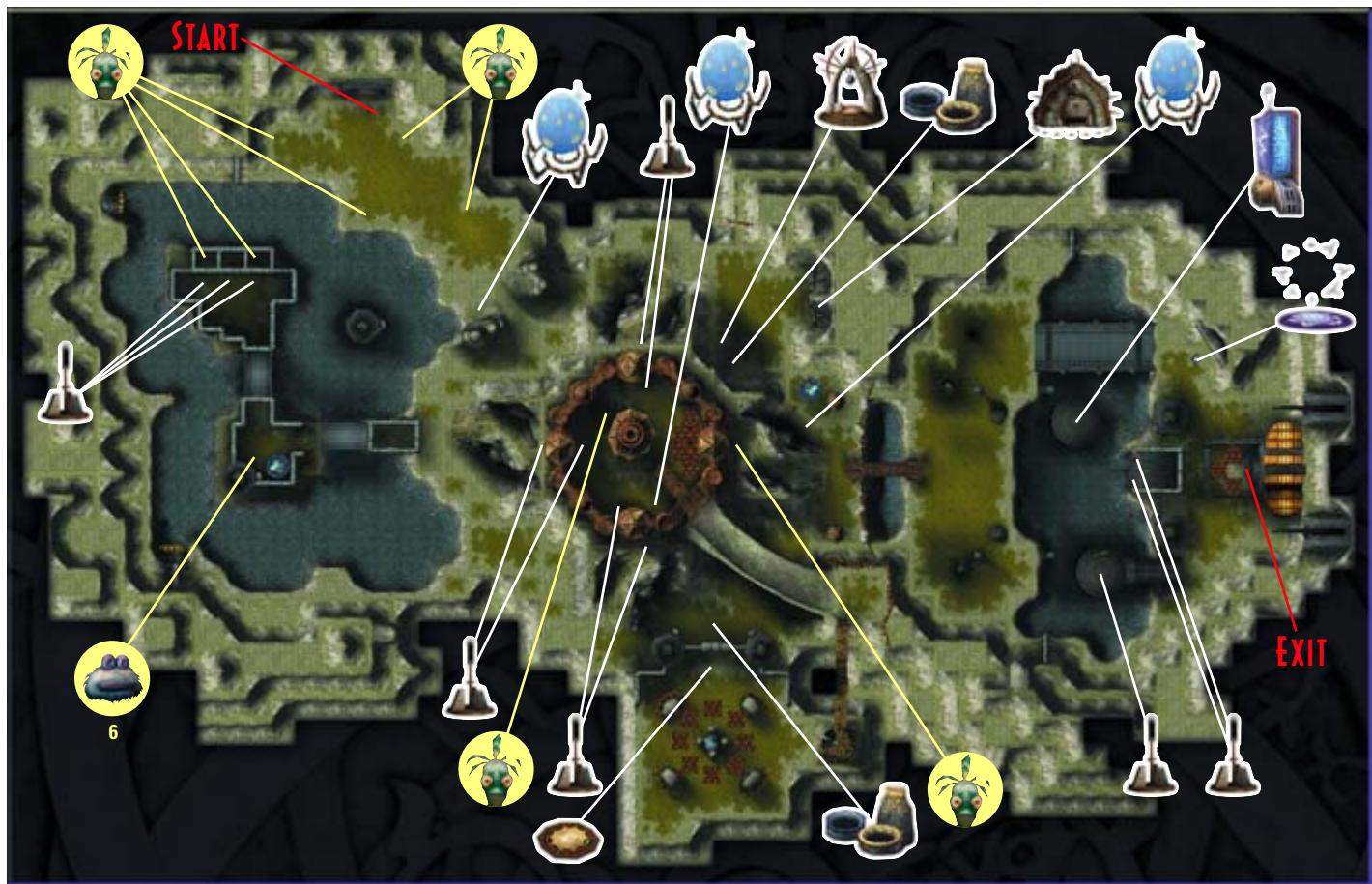
## CAUTION

Be careful not to die while carrying a Scrub through the gauntlet of gunfire and Mines, because you run the risk of the Scrub dying as well. If you do die and the Scrub doesn't, he starts working at the place where you died.



After you collect the Scrubs, put them to work. After they pull the Levers and the door opens, send those Mudokons to safety. Check the Employee Status Board above the door to make sure you rescued all nine Scrubs.

When all of the Mudokons are safe, Abe and Munch are free to step on the Teleporters and leave.



## THE MUDOKON FORTRESS

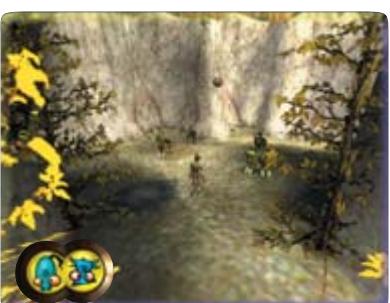
Slig security forces have invaded the land of the Mudokon Natives. One lone Mudokon fortress still stands. Help the Natives and Fuzzles defend the land and expel those nasty Sligs.



THE MUDOKON FORTRESS	
SCRUBS	0
NATIVES	8
FUZZLES	6
MINIMUM SPOOCE REQUIRED	0



Dive foot-first into the water, where you find two small, caged islands connected by a bridge. One has Slig Bouncers and the other has Fuzzle Cages. Skip the Bouncers and go free the Fuzzles. Jump in your Wheelchair and attack the only Bouncer blocking your way to the mainland. On the mainland, steer left, but stop when you see a group of Slig Slackers.



Have Abe round up the four Natives in the area. Collect the SPOOCE as you go, because you'll need it later. Continue along the dirt path and past the Zapper until you see the same group of Slackers Munch sees. A Chant Suppressor prevents you from possessing them, so just attack. After the Natives engage the Sligs in battle, have Munch send in the Fuzzles to finish the job.

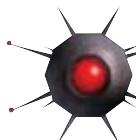


## ZAPPERS (NATIVE)

Zappers are great for keeping an area safe. If a Slig tries to enter an area where a Zapper is active, he gets a shock and respawns at the area he came from.



## CHANT SUPPRESSORS



Can't a hard-working Mudokon get any help? As soon as you start Chanting, the Chant Suppressor zaps you with a red bolt. Without your Chanting ability, you may as well throw the Possession Orb out the window. Better think of another plan of attack.

## NATIVES ARE EXPENDABLE, FUZZLES AREN'T

Don't underestimate the power of an angry Mudokon Native. When Abe encounters those four Slig Slackers, send in your buddies to take care of them. If every Native fights a one-on-one fight with the Slackers, you won't lose a single Mudokon.

However, if two Sligs team up on one Native, that Native is down for the count. But don't despair. Even if you lose a Native, your forces will be able to defeat the group of Slackers, and you can resurrect a lost Native. If you fight the Slackers with your Fuzzles, you might lose one. Remember, when Fuzzles die they are gone for good.



Take your Mudokons to the island with the Slig Bouncers that you skipped before with Munch. If you still have four Natives with you, those Bouncers shouldn't be a problem. Once they're dead, pull the Levers to release two Tomahawker prisoners. Gather your team and head back to the mainland.

### TIP

If you have less than four Natives or don't want any of your guys to die, have Abe create a Possession Orb. Send in the Orb to possess and kill those Sligs without any of your Mudokons getting touched. Click @ with your possessed creature, and use him to attack his brothers. This technique works great in areas of the map that don't have Chant Suppressors.



Back on the mainland, head left. After a short jog, you find a Mudokon Resurrection Totem.

Resurrect any Mudokon chums you lost along the way. Across from the Totem is a Transformation Shrine. No offense, but you need

better friends. Turn those Natives into fierce Tomahawkers.



## TRANSFORMATION SHRINES



It's not that you don't like your Mudokon Native friends; you just think they could be better. Bring a Native to the shrine and Chant away 10 Spooce to activate the Shrine. After the transformation, they become Tomahawker warriors, which are more powerful than the average Natives, and better equipped for battle.



Continue along the path and head up the very next dirt ramp. The Tomahawker on guard there helps you as soon as you close the gate. Take your crew inside the fortress and put them to work on the Chant Circles to close the gate.



Collect another Native in the fortress, and head for the gate to the right of the wooden ramp. Raise the gate and take your troops down the dirt ramp outside. Turn the Bouncers guarding the door to your left into Slig jelly by possessing them or letting your

Tomahawkers attack. Leave the Mudokons in front of the door for now. Don't forget to grab the Tomahawker that was guarding the open gate. Have him join the rest of the troops.

Jump in the Travel Well across from the closed door, and land on the rock arch high above your Mudokons. Cross the wooden walkway and stand on the lookout tower near the Storm Circle.





## STORM CIRCLES

Storm Circles are important because they can change the landscape of an area. To activate a Storm Circle, order your Mudokons to Chant in the allotted Chant Circles. If you have enough Mudokons Chanting, an electrical surge powers the Circle, and amazing changes occur—such as water flooding.



Sneak up behind the two Slig Bouncers in the area and toss them over the edge, or possess them to get them out of the way. Stand on the Foot Switch to let the Mudokons in, then have them Chant at the Storm Circle. Congratulations, stitch-lips—you made water.

Wheel to the wooden bridge close to where that

Tomahawker used to guard the open gate. Order the Puzzles to wait, then wheel across the bridge and dry land until you can splash in the lake beyond.

Watch out for gunfire.



Jump on the platform in the lake to take control of a Crane and dunk those Slig Poppers in the water.

Behind the Remote Control Port on the other side of the lake are two Levers. Pull them to open the doors that block the way across the bridge.



Lead your Mudokons to the wooden bridge that Munch just crossed. Wipe out the Sligs that Munch couldn't get with the Crane. Use your Mudokon buddies to attack, or possess the Sligs. Cross the now-open bridge, and use your warriors to eliminate any opposition on the other side.



Walk up a ramp on the other side of the lake, and beat up any Slig Bouncers you see. Pull the Lever to open the locked door, then lead your Mudokons through. Have them Chant to activate the final Teleporter. Have Munch go back and get the

Fuzzles he left behind. Once across the lake, set them free. Congratulations; you're all ready to go.



# SLOGHUT 2813

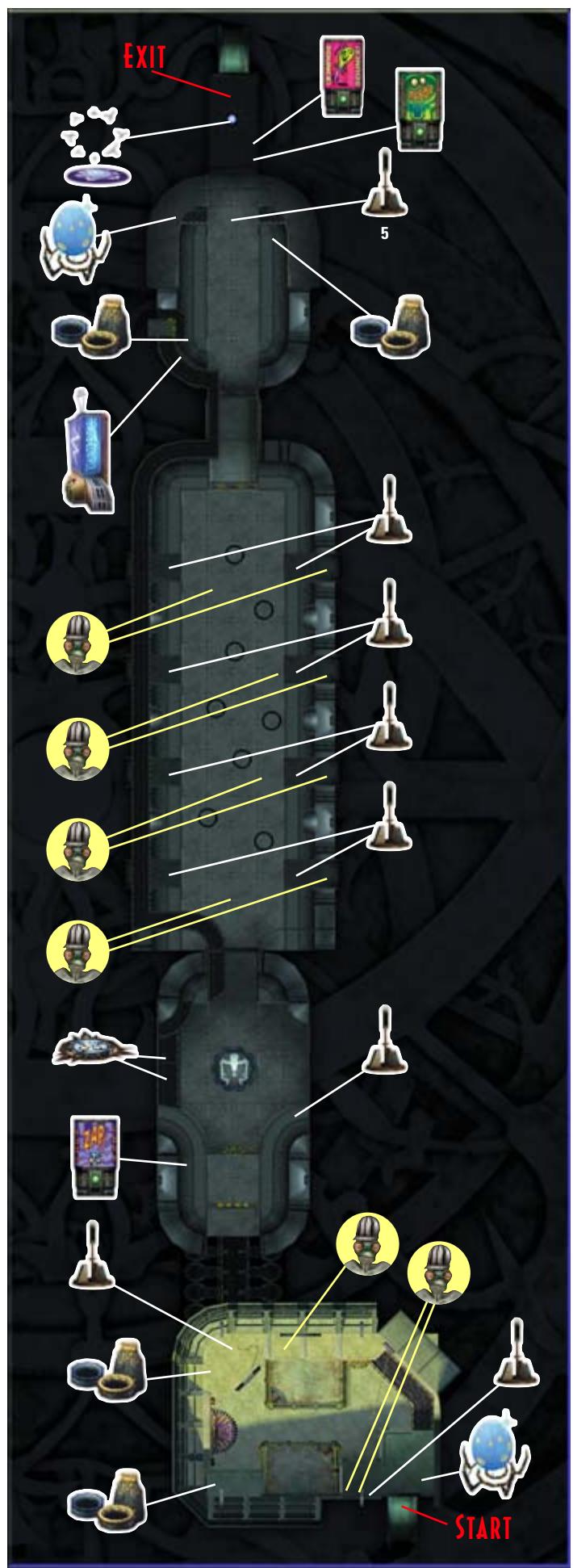
One Sloghut to go. What a dreadful place. Normally you wouldn't be caught dead here...well, hopefully you won't be caught dead here now. Get through this Sloghut, and you are one step closer to meeting the Raisin. Free the Scrubs working in there as well.



There's a Lever behind a fence close to your starting point. It opens the door to a Remote Control Port. Travel around the top of the room, avoiding the Slig Bouncer, and use the Travel Wells to aid you. Ignore the Lever by the Bouncer for now. Pull the Lever by the fence, and presto! Munch can use the Crane.

## TIP

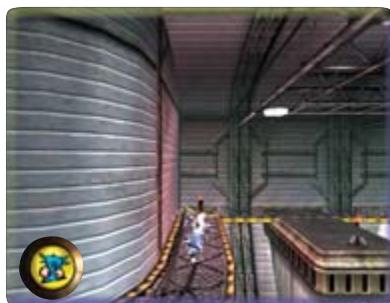
If you keep getting the hard end of a Slig Bouncer's stick, don't despair. There's enough Spooce at the start for you to create some Possession Orbs. Possess some Sligs, and give them a taste of their own medicine.



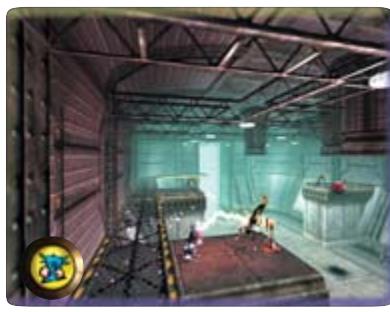


Jack yourself into the Crane, and dispose of those Slig guards and Slogs. When the room is clear, Abe can toss the three working Scrubs to the floor below. Use the remaining Lever to open the closed door. Round up everybody and move to the next room.

Power up with some Zap, head through the Teleporter on the left side of the room, and follow the catwalk. Zap the Slig Bouncer that rushes you until he's nothing more than a mess for the Scrubs to clean up.



These Slig Bouncers drop Bonepowder Kegs. Move along the catwalk and zap those Bouncers off their platforms and into the Mines below. Get more Zap if you need it. At the end of the catwalk, drop down the ladder and plug into the Snoozer controls.



## TIP

If Munch falls, jump in the Travel Well directly below the Remote Control to shoot back up to the same spot.



Move the Snoozer that's near Abe into the hallway. It's not as dangerous there because Munch took out four Keg-dropping Sligs, but there are still a few Sligs left with plenty of explosives to drop. Carefully walk down the hallway,

avoiding the spots where bombs are still exploding.



At the end of the hallway and in the next room are Slig Bouncers and Slig Poppers. Use the zapper and sleep-inducing lasers on the Snoozer to put these fools to sleep. You need to make this area secure for Abe to get through with the Scrubs.

## NOTE

Don't worry if the Snoozer gets destroyed. Abe or Munch can create another one at the Snoozer dispenser.



Toss your Mudokon friends to the lower level. Pick one up by its butt and make the dangerous journey through the hallway. Try to follow the same path as the Snoozer takes, and avoid anything falling from the ceiling.

## NOTE

The Snoozer you used earlier really knocked those Sligs out. But that's the problem; they're only sleeping. Those Sligs won't be happy if they wake up and find you with a large handful of their Scrubs. You better hurry.



After you venture through the hallway and into the final room, head for the Travel Well in the back. Throw your Scrub into the Well to shoot him to the ledge above. Now go back and get the rest of the Scrubs. Don't forget about the ones working in the hallway.

## TIP

If you're not quick enough at getting all your Scrubs to safety and the Sligs wake up, plug Munch into the Snoozer again, and put the Sligs to sleep once more.

## SLIGS ARE EASIER TO FIGHT WHEN THEY'RE SLEEPING

To be sure those Sligs won't bother you, play dirty. After Munch knocks them out with the Snoozer, have Abe pick them up. One by one, toss their bodies into the Mines in the hallway. The Sligs yell for help when you grab them, but the others don't wake up. When the last Slig is blown to pieces, you have nothing left to fear from enemies on the ground.



Now that you have all seven Scrubs from the ground floor, put them to work. Have them pull Levers to open the door to the final exit, but don't leave just yet. Check the Employee Status Board above the door to discover that you still need to rescue four Mudokons.



Kegs, there's a Scrub hard at work. You must get all four Scrubs safely to the Rescue Portal.

## TIP

**Every time you jump to a platform, toss the Scrub to a safe spot on the ground below. Do this for all of the remaining Scrubs before the Bounce and Invisible drinks wear off. This saves time so you don't have to continue recharging at the Vendos.**



## INVISIBLE VENDOS



Drink the Invisible drink to sneak up on your enemies without being detected. It's great for rescue attempts and surprise attacks. Just stand in front of the Vendo and press **A** to get a drink.

When powered with Invisible, yellow "flare bubbles" emanate from Abe's head. When Invisible is five seconds from running out, a yellow countdown begins over his head.

Now free those Mudokon slaves through the Rescue Portal. With all of the Scrubs set free, get out of here through the Teleporters.



In the newly opened room, find a Bounce Vendo and an Invisible Vendo. Take a drink from each, then head back into the hallway. On each of the platforms where a Slig Bouncer is still dropping Bonepowder

# PARAMITE RUN

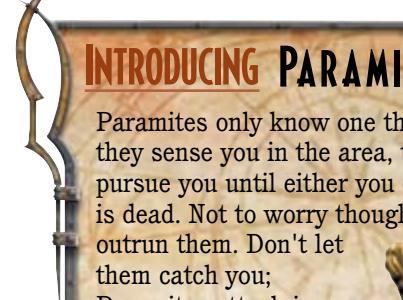
You made it outside, and out of those horrible Sloghuts. Unfortunately, the outside isn't any better. The ground is literally crawling with enemies. How should a brave Mudokon like you handle this situation? Run like the wind.



## ENEMIES



First, grab an Expresso near the Egg Nest. You need fast feet to get through what's ahead. Pull the Lever to open the gate, and prepare to run the gauntlet. Are those Paramites?



## INTRODUCING PARAMITES

Paramites only know one thing: to attack. If they sense you in the area, they relentlessly pursue you until either you or the Paramite is dead. Not to worry though—you can outrun them. Don't let them catch you; Paramites attack in swarms, and are sure to overpower you if given the chance.



Jump the fence and start running. As long as you keep up your speed, those Paramites can't hurt you. If you need a break, jump for raised platforms that the Paramites can't reach. Grab all the Spooce you encounter along the way.

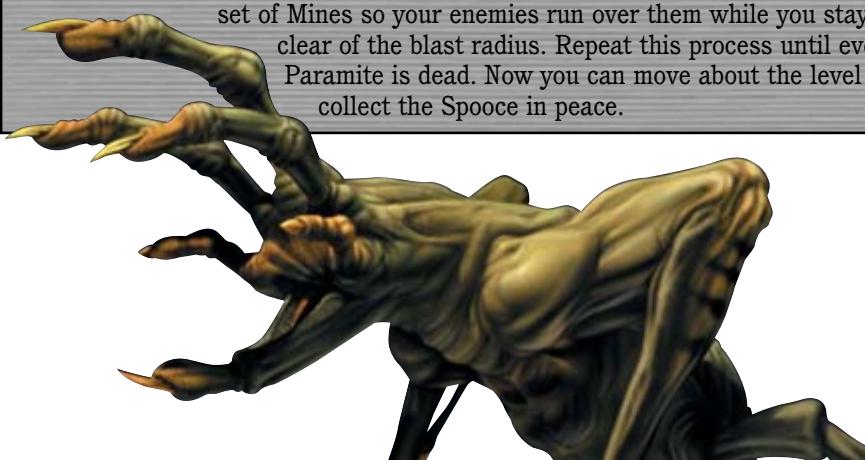


Keep moving until you get to the end of the trail. Jump the little fence, and you're safe from those Paramites. Deliver 99 Spooce to the SpooceLock to open the door. If you don't have enough, put Munch to work gathering what you need.



## EXTERMINATE THE PARAMITES

Tired of running for your life? It's time to take matters into your own hands. Have those ugly Paramites chase you into a minefield. Hop over a Mine or set of Mines so your enemies run over them while you stay clear of the blast radius. Repeat this process until every Paramite is dead. Now you can move about the level and collect the Spooce in peace.





Jump in your Wheelchair and wheel to where Abe is located. Always keep moving. Follow the trail to places that Abe might not have had a chance to get to. You might find some more Spooce.

**CAUTION** Be very careful when you maneuver around the Mines. Don't let Munch get blown out of his Wheelchair. If Munch does get separated from the Wheelchair, the Paramites swarm him, and it's very difficult to get back in the chair.



**TIP** If you get both Abe and Munch to the end and still don't have enough Spooce, don't worry. There's no need to deal with those nasty Paramites again. Just have Abe regrow what you need for the SpooceLock.

When you've collected enough Spooce for the SpooceLock, the big door opens. Jump on the Teleporter to leave the Paramites behind. Is Munch ready to meet the Raisin?



## PUDS AND CHUMPS

Raisin has a plan for our heroes. Together, they must get into Vykkers Labs to save the future of their species. To get on the inside, they need the aid of an unsuspecting Glukkon Pud named Lulu. You need to make him rich in order to buy the last can of Gabbiar containing Gabbit Eggs—the last of Munch's kind. Vykkers Labs is also the home of Mudokon Labor Eggs, Abe's unborn brothers. The Vykkers plan to sell the eggs into slavery. Make that Pud rich, and get to Vykkers Lab.

## MEEP HERDER VILLAGE

The last thing Oddworld needs is another meat ranch. Put a stop to this Pud before he can execute any of his slimy plans for this Meep village. While you're at it, see if you can persuade the greedy Glukkon to donate his Moolah to Lulu's Fund.



Get an earful from our Shaman friend, then grab Munch some wheels. Now that Munch is comfortable, wheel him down the nearby ramp to the village floor. The Shaman gives you some Meep-herding instructions near the gate.



Lazy Mudokons! To get help, you must do their chores. Herd all the Meeps into the corral by wheeling around behind them, pushing them in the direction you want them to go.

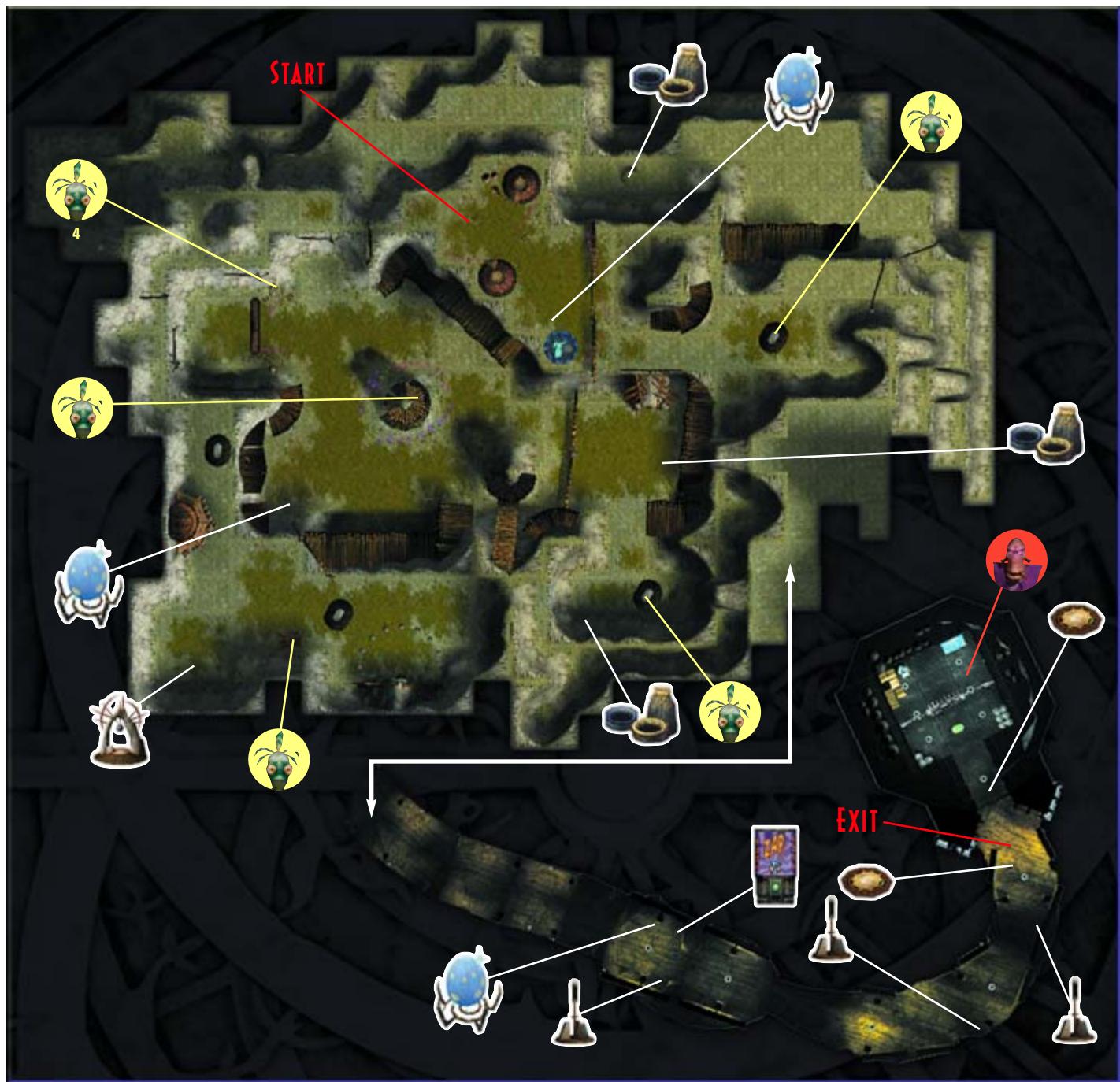
**INTRODUCING MEEPS**

They're docile and furry. These one-eyed grazing creatures are as dumb as they are cute. Though they can be a pain to herd, if you take the right angle, you can make Meeps go wherever you need them.




Abe can herd the Meeps by running around them or picking them up one by one. Munch can do the job in half the time.

# PUDS AND CHUMPS: MEEP HERDER VILLAGE





Leave your four cohorts with Munch. Abe needs to collect the other Mudokons scattered throughout the village. There is one on the other side of the small fence from where you start: on a small platform. There are also a number of

SpooceShrubs down the ramp along the cliff.

Down the other ramp are the tunnel entrance and six Chant Circles. This is the staging area for your army of Mudokons. Beware—there are a few Slog pups here that are out to hurt you. Let your new friend help you dispose of them, then grab the Native from this area.



The Travel Well by the platform takes you and your two friends to the Transformation Shrine and the Resurrection Totem, where you find another Mudokon atop some crates. Bring the four Mudokons you left with Munch, along with a

fifth one sitting atop a pillar in that same area, to the Transformation Shrine. Transform them all into Tomahawkers.



**Gather the SpooceShrubs you see along the way. You need them to transform all eight of your Native pals into Tomahawkers.**



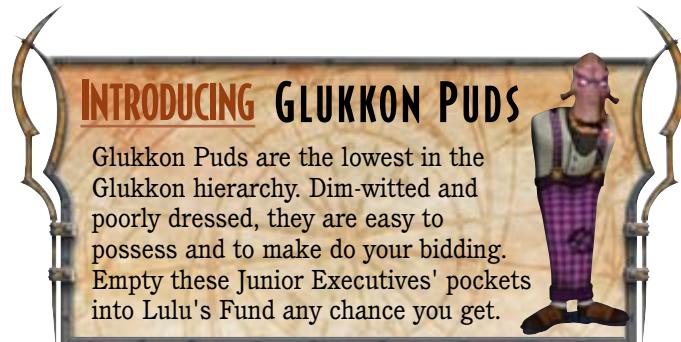
Now that you have an army, you can open the entrance to the cave. Have your buddies give you a hand with the door, and don't forget Munch. March your Tomahawkers through the cave and past the Slogs. With an army of eight, and Munch to help out with Zap, you'll have no problem conquering the cave.



Thanks for the Moolah, you Glukkon Pud!

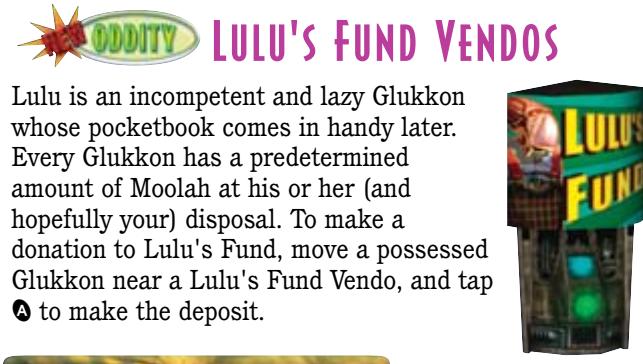


**You can make a Possesion Ball jump, which is necessary to get the Glukkon in Meep Herder Village.**



## INTRODUCING GLUKKON PUDS

Glukkon Puds are the lowest in the Glukkon hierarchy. Dim-witted and poorly dressed, they are easy to possess and to make do your bidding. Empty these Junior Executives' pockets into Lulu's Fund any chance you get.



Lulu is an incompetent and lazy Glukkon whose pocketbook comes in handy later.

Every Glukkon has a predetermined amount of Moolah at his or her (and hopefully your) disposal. To make a donation to Lulu's Fund, move a possessed Glukkon near a Lulu's Fund Vendo, and tap **A** to make the deposit.



Have Abe and Munch meet at the newly lit Teleporter. After they both set foot on the Teleporter, you are out of here!



## BREWERY TO BE

Time to do some more fund raising for Lulu's Fund. A Glukkon Chump has plans for a Mudokon windmill. If he doesn't have any money, he can't turn it into a microbrewery, and because Lulu's Fund could always use another financial supporter...you get the idea.

BREWERY TO BE	
SCRUBS	15
NATIVES	0
FUZZLES	0
MINIMUM SPOOCE REQUIRED	30

## PUDS AND CHUMPS: BREWERY TO BE





Send Abe to collect SpooceShrubs with which you open the SpooceLock. With the SpooceLock open, get ready to lead some hungry Scrabs into their holding pens. What could we use as bait? Hop Munch into his Wheelchair and cross your fingers.



With the valley clear of Scrabs, Abe can begin his journey to the top of the windmill in the valley's middle. Hop up the wooden walkway until Abe reaches the second of two small bridges. From this bridge, possess and dispose of the Sligs guarding the windmill. Walk safely onto the Teleporter.

## INTRODUCING SCRABS

Scrabs are not as charming as they look. These mean creatures stop at nothing to eat you alive, and they travel in packs. On the good side, they are neither the fastest nor the smartest creatures in Oddworld. Leading them out of your way is an easy chore for Munch on wheels.



OK, Munch, time to clear the valley of Scrabs. Roll down the hill and get the attention of as many Scrabs as you can without letting them snack on you. When you have a large number on your tail, lead the pack into one of the two holding pens. Wheel up

the ramp and pull the switch, locking in the Scrabs. Use the wooden planks to get into the valley.



**NOTE** There are only two holding pens, so make sure that all of the remaining Scrabs are chasing you when you roll into the second pen. They aren't fast, so don't worry about them catching you. If you miss one or two, run Abe down the wooden planks and into the pen to open it. Munch can lead in the last few stragglers.



The inside of the windmill is the slave quarters for three Mudokon Scrubs. Toss them to the windmill floor on your way up the windmill's walkways. To avoid confrontation, possess the Sligs that patrol these walkways.

Help your three friends into the Travel Well, then take the trip yourself. Lead them to the Chant Circles and put them to work. Thank them as they start the windmill and open two gates on the valley floor. They wait for you outside the windmill while you stand on the Foot Switch and conjure up a Possession Orb. It's nice to see how generous a Glukkon can become with a simple Chant. Possess this Chump and donate all he's got to Lulu's Fund. Be on your way.



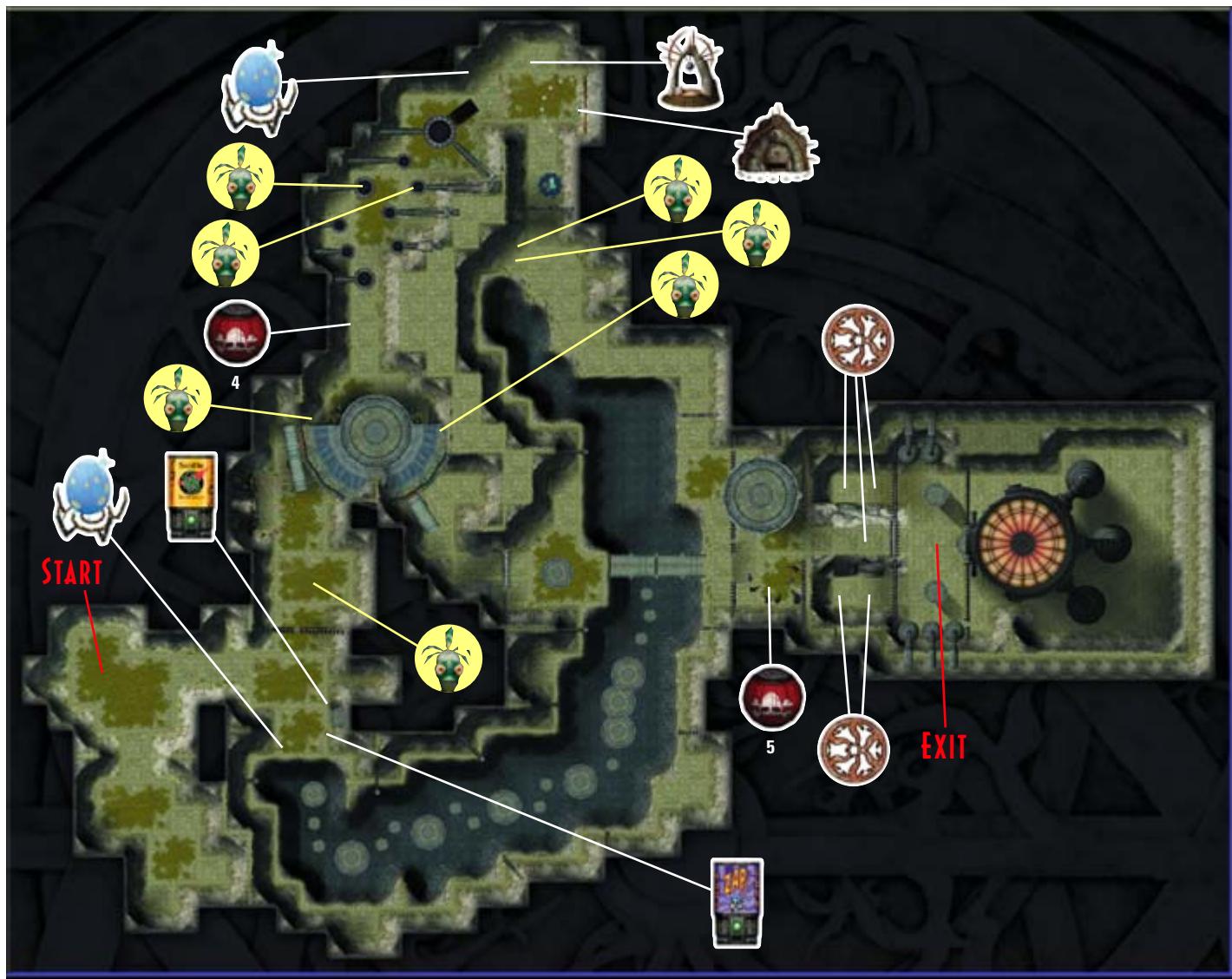
## INTRODUCING GLUKKON CHUMPS



Glukkon Chumps are Puds with budget suits. They may have more wits than Puds, but they're still near the bottom of the Glukkon totem pole. Persuading a Chump to donate his Moolah to a good cause is as easy as Mudokon pie.



The three Scrubs that helped you are waiting by the Teleporter outside the windmill. Toss them to the ground and make for the exit. On the way, pick up twelve more Scrubs from one of the newly opened gates and...oh yeah, Munch. After you free the slaves, you can leave.



## FUEL FIELDS

Lulu's Fund is swelling with Moolah, but it's time for a big score. To empty the pockets of the Glukkon running Magog Motors, you must muscle through the Fuel Fields. So get a move on—there's Moolah at stake here.



## SOBE ENERGY VENDOS

When Munch or Abe's health birds fly the coop, you can get them back by chugging delicious, nutritious SoBe Energy!



There are a lot of SpooceShrubs before you reach the water's edge. Don't get any ideas about swimming. Leave that to Munch. Speaking of Munch, get him to hit up the Zap Vendo on his way into the water. Use him to clear the platforms of those nasty Armored Sligs. Clear all of the platforms up to the bridge so Abe can pass safely across the platforms.



## INTRODUCING

### ARMORED SLIG BOUNCERS AND ARMORED SLIG POPPERS

These variations of Slig Bouncers and Poppers give Abe and Munch more to think about before facing them. They have a harder shell to give you a harder time. You're in the big leagues now, so watch for these foes around every corner.

## TIP

Remember; Sligs are not swimmers. With any luck, a couple of quick zaps will knock a Slig in the water. Get them close to the edge when zapping to increase your chances of drowning them. If they slap you around, recharge at the SoBe Vendo.



Time for some precision jumping. Carefully hop across the platforms, stopping at the largest platform. Don't wander or you get the attention of the Sligs on either side of the bridge. On one side of the bridge is a platform with two Sligs. Create a Possession Orb and hop it across the last three platforms. Possess a Slig to do your dirty work. You can't possess the Sligs on the other side of the bridge, thanks to a Chant Suppressor flying above them. Take out the other Slig on this platform, then march your Slig across the bridge to mow down some more.

## TIP

When possessing a Slig to clear the bridge, start with one of the two on the platform. Before taking out the other, use the one you've possessed to dispose of the Sligs on the other side of the bridge. The Sligs on the other side will overwhelm you, but you have another Slig on the platform to finish the job. Be careful not to lead any Sligs back to Abe.

Now that you have a party of four, lead your group under the structure ahead. There is a Tomahawker and a Mudarcher here. Recruit them without getting the attention of the Sligs on the left side. Take all of your Natives to the Mudarcher Transformation Shrine near the right-hand ramp. Pick up the last Native in this area and transform them all into Mudarchers. When all Natives are armed, send them up the ramp and let them take fire. Grab the Lever and a SoBe as they blast away all the Sligs in the area. Lead your army to the newly opened gate when all is clear of Sligs.



With pesky Sligs out of your way, follow the water's edge opposite the platforms where those two Sligs were until you run into a couple of Native Tomahawkers. Toss them over the small fence and have them wait by the Resurrection Totem. Look at the size of that minefield! Carefully navigate the elevated platforms to toss the two stranded Natives into the SpooceShrub clearing near the center of the mines.

## CAUTION

The minefield is tricky. You are dealing with a ton of explosives and simple-minded Mudokons. Make good use of your QuikSave® option as you complete each step of this dangerous task. Of course, you can also risk starting over each time.



Center the two Natives in the middle of the clearing, and leave them there. Jump on the platforms and follow them to the end of the minefield. Pick up a Bonepowder Keg and hurl it toward the Mines. Pick up another Keg and clear the Mines all the way back to your two Mudokon pals.



When the Mines reappear, toss the Keg you're holding to clear them. You will make Mudokon puree if you toss the keg into a hanging platform, so watch where you toss it. As soon as the Mines start popping, get the Natives to follow you as you chase the explosions to the end of the minefield where you found the Kegs. Now that you have the hang of this minefield, repeat this process to get the two Mudokons you left by the Resurrection Totem.



## CAUTION

There are eight Sligs around this structure. The Natives will have no problem muscling through if you upgrade them to Mudarchers before sending them to battle. If you get the attention of the Sligs before then, lead them into your army and hope for the best. With luck, they should still pull ahead.



## MAGOG MOTORS

You got the attention of the Glukkon who runs Magog Motors. He has upgraded his security to protect his company, not to mention his precious Moolah.

### INTRODUCING BIG BRO SLIGS

This is the meanest and largest of the Slig family. They carry big guns with an awesome rate of fire. However, thanks to their immense size, Big Bros are slow and easily possessed.



### INTRODUCING MUDARCHERS

These bow-slinging Mudokons are fearless and have a long range with rapid fire. With a group of Mudarchers by your side, nothing stands in your way.



### MUDARCHER TRANSFORMATION SHRINE

These Shrines turn Native Tomahawkers into Mudarchers for 10 Spooce. To make a Mudarcher, a Native must first become a Tomahawker.



Get swimming, Munch! Dive into the water next to the crates and visit the Vendos. A little Zap and some Aqua Bounce, and you're good to go. Swim to the water opening and bounce to the top of each column. There is a Slig or a Big Bro Slig waiting for you on each one. Zap the enemy into the water, and move to the next one. Grab a SoBe when you start running low on birdies. Now that the pillars are free of Big Bros, pull the Lever atop one of the pillars.



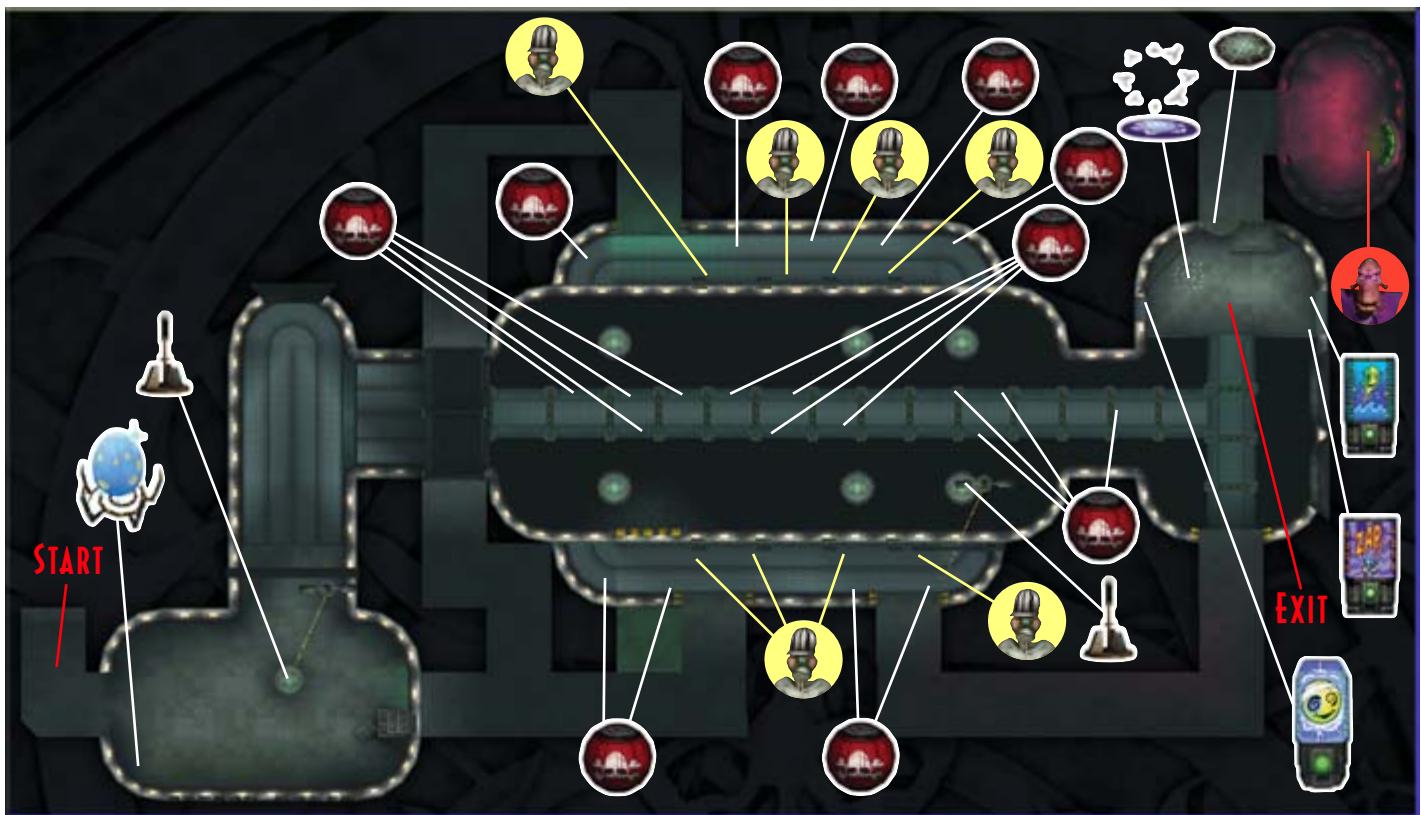
### AQUA BOUNCE VENDOS

Aqua Bounce makes Munch jump to incredible heights from water. When powered with Bounce, you see dark blue "flare bubbles" emanate from Abe's head. When Bounce is five seconds from running out, a dark blue countdown begins over his head.



Lead your seven followers to the gate you opened. Cross the bridge and sic your posse on remaining Sligs as you march toward the entrance to Magog Motors. When the coast is clear, put your friends to work at the Chant Circles. Sit back and watch as the Mudarchers blast their way into Magog Motors. Time to go collect some Moolah. Get Munch, and hit the Teleporter.

Circles. Sit back and watch as the Mudarchers blast their way into Magog Motors. Time to go collect some Moolah. Get Munch, and hit the Teleporter.



MAGOG MOTORS	
SCRUBS	8
NATIVES	0
FUZZLES	0
MINIMUM SPOOCE REQUIRED	0

## LET SLIGS DO THE DIRTY WORK?

Sure, Munch can jump around Mines while dodging gunfire to take out the Big Bro Sligs, but you could also get a Slig to do it.

Have Abe jump up the crates and walk down the hallway until he reaches some Spooce. Toss a few Bonepowder Kegs onto two of the pillars from the black marks on the ground here, or come back in a moment with a possessed Slig and take out the Sligs there. With the Spooce in hand, walk down the hallway and turn before going down the crates. Here you pick your Slig. Give one of the two a Possession Orb and blast the remaining one. Now you are free to roam with a gun in hand.

Have your Slig follow the Spooce to the other side of the bridge. From there, unload some rounds into the remaining security atop the pillars and down on the Mine-infested bridge. The Big Bros are too slow to return gunfire, leaving you free to shoot anything you'd like. After all is clear, blow up your Slig and carry on unscathed.

Use Abe to hit the Lever on the small platform before heading up the crates. Go down the hallway until you reach some Spooce Shrubs. Collect them and return to the Lever. From there, create a Possession Orb and take it past the Sligs above the ramp to the Armored Big Bro Slig standing guard at the end of the bridge. Use this big lug to blast away the surrounding Sligs, then take him for a joy ride into your nearest Mine.



## INTRODUCING ARMORED BIG BRO SLIGS



These are Big Bro Sligs with a tough exterior. This armored version of the immense Sligs should not be taken lightly.

They give beatings as hard as they take them. Possession is often the best way to stay out of an Armored Big Bro Slig's line of fire.



If you possessed a Slig to clear out the enemies earlier, you can possess the remaining Sligs one by one to clear the entrance to the bridge. You can regenerate Spooce if you need it.



There are Bonepowder Kegs along the bridge. Use them to clear the Mines as you cross the bridge. Once on the other side, grab the last Keg and throw it into the wall of Exploding Crates. Follow the Spooce until you reach the gate Munch opened. Now you

are back to where you originally got your Spooce. Rally the four Scrubs and make for the hallway leading to the beginning of the level.

## YOU MEAN I CAN COMPLETELY AVOID THE MINE-FILLED BRIDGE?

You don't need to cross the bridge unless you want to prove how tough you are. To avoid the bridge, take Abe up the crates and down the hallway. Grab the last Bonepowder Keg before going through the gate that Munch opened. When you reach the wall of Exploding Crates, toss the Keg. Not too close, or you will wish you had crossed the bridge.



Have the Scrubs beat up the two Sligs preventing you from crossing to the other side of the water—unless you disposed of them earlier. If you prefer, you can possess these Sligs to save wear and tear on your Scrubs. Cross the overpass and collect the other four

Scrubs awaiting your arrival. With all eight Scrubs behind you, return to where the wall of Exploding Crates once stood.



You can either grab a Bonepowder Keg off the bridge and toss it onto the row of Mines, then have the Scrubs follow you over before they reappear, or you can toss the Mudokons over one by one. Either way, get those Scrubs to the other side of the line of Mines and into the Rescue Portal. Get Munch over here too.



You've saved all of the Scrubs. There is just one thing left to do. Take the ladder to the Foot Switch and give a Chant. Take over the little Wanna-Be and shake his pockets into Lulu's Fund. Return down the ladder to meet Munch at the exit.



## HEALTH-UP VENDO

Similar to SoBe Energy, Health-Up revitalizes your lost health birds. Make a stop at every Health-Up Vendo you see to keep Abe or Munch running strong.



## INTRODUCING GLUKKON WANNA-BES

Glukkon Wanna-Bes are a step up from Chumps, but far from Glockstars. If

Wanna-Bes save their Moolah, they can become a Glukkon Big Cheese. It's your job to make sure they never get that far. Relieve them of their Moolah whenever you get the chance, and send them back to Pud status.

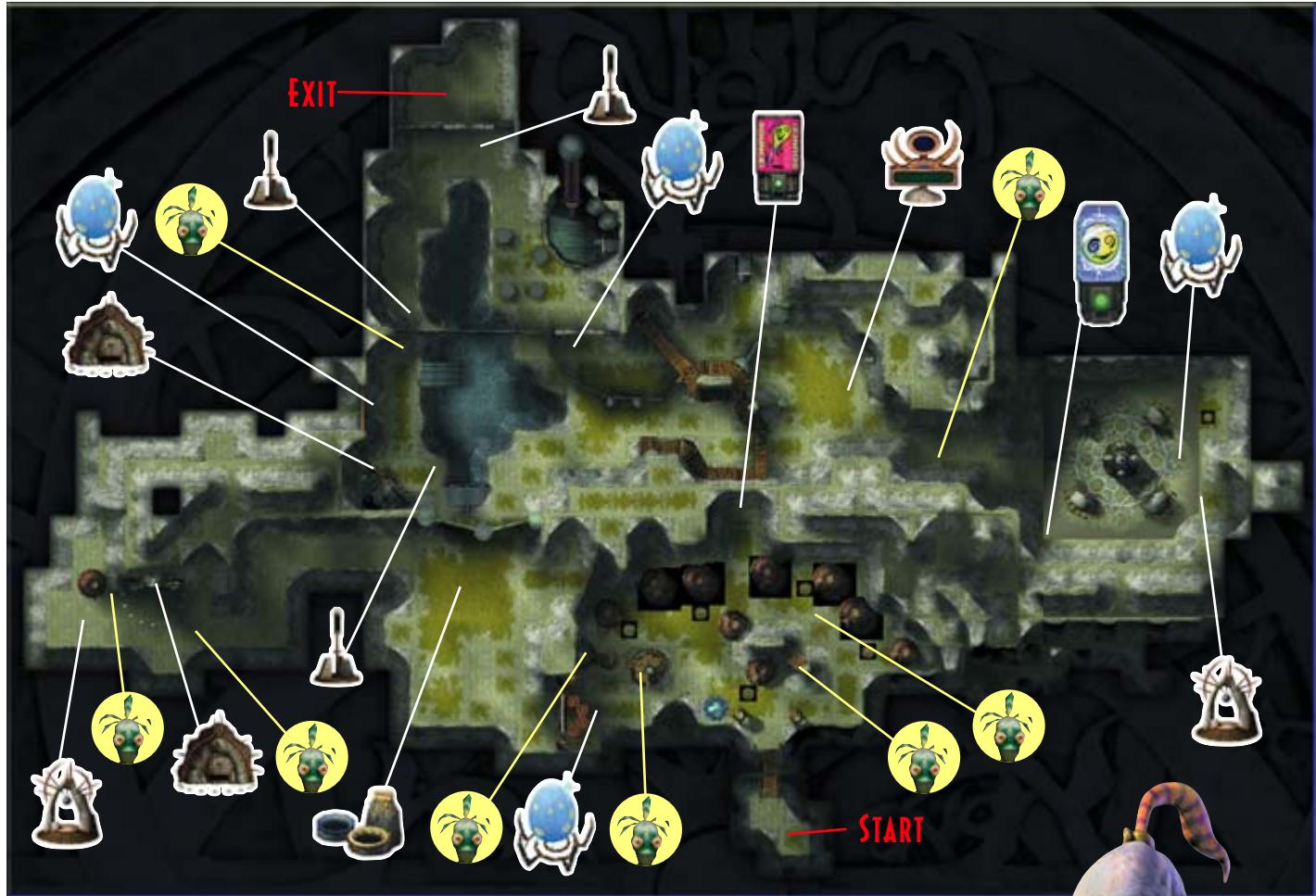




## SPLINTERZ

Looks like Abe and Munch are putting quite the hurt on the Industrialists. More and more Glukkons are donating Moolah to Lulu's Fund. Some Glukkons are giving so much that they are going broke and out of business. Good job! Lulu will be a Glockstar in no time.

The only problem is that the Glukkons are on high alert. They don't want to suffer the same fate as their fellow Glukkons. They're transferring Scrubs to higher security facilities, and guards are sure to be on the lookout. No time to worry about that; you've got to collect more Moolah and shut down the biggest toothpick factory around. Stop shaking, and get to it.



## DEAD RIVER

What have the Industrialists done to the land? The rivers have been drained and the forests have been chopped down. It's up to you to drive out the evil forces and save the Mudokon village.

DEAD RIVER	
SCRUBS	0
NATIVES	8
FUZZLES	0
MINIMUM SPOOCE REQUIRED	30

ENEMIES			
SLIG BOUNCERS	SLIG POPPERS	ARMORED SLIG BOUNCERS	ARMORED SLIG POPPERS





Run across the wooden bridge to the Bounce Vendo on the far wall. Bounce can help you get some of the Natives meditating in hard-to-reach places. Assemble your four Natives and lead them to the Chant Circles, where they can open the door. Don't forget to gather Spooce along the way.



Possess the Slig Bouncers in the next area to get rid of them. Then create another Possession Orb and send it through the Mines and over the wall. Possess the Bouncer directly behind the wall and turn him into chunky little bloody bits.

## SNEAKING UP ON SLIGS

You don't always have to possess your enemies to dispose of them. Sneak up behind a Slig snoozing on the ground. If you are quiet enough, you can pick him up without any problems. As he screams and flails, toss him off the side of the cliff. You can dispose of your enemies and save your Spooce at the same time.

Continue down the trail with the Mudokons, and past the closed Travel Well and Mines. Pick up one more Native along the way. At the end of trail, use the Transformation Shrine to create a strong force of Tomahawkers.

Then say hello to the Mudarcher near the Mudokon Resurrection Totem.



Abe must head back to the Mines that you passed before, and use the open spaces in the minefield to get across and over the wall. The Lever on the left opens the Travel Well on the other side of the wall. Abe can go back and toss his Mudokon friends into the Well so they can

travel safely past the Mines. Munch should catch up and follow the Mudokons through the Travel Well.

Make your way out of the water, and add another Tomahawker to your group. Take the Mudokons to the Transformation Shrine near the Lever, and turn them into Mudarchers. Who knew that Mudokons could be a force to reckon with?



## TIP

If you don't have enough Spooce to change all of your Tomahawkers into Mudarchers, you have to grow some more. It's a good idea to have a full force of Mudarchers when you fight those dirty Slig Poppers.



It's time to teach those Sligs a lesson. Move everyone but Munch toward the Slig Bouncers on the ground. When they're dead, continue down the path and engage the Slig Poppers on the walls and wooden walkways. Continue down the path, killing Sligs along the way until you see a SpooceLock. Add Spooce if you want to activate the Zapper.

## TIP

Try to engage only one or two enemies at a time. The more Mudarchers hitting a Slig, the faster it dies and the less chance it has of firing back. If Abe starts taking fire, hide him behind cover while your friends finish the fight.



Head past the Zapper and go through the canyon beyond, picking up a Tomahawker along the way. Order your Mudokons to Chant at the Storm Circle at the end of the canyon. This floods the area next to Munch, allowing him to hop the fence in the water next to the Mines. Once over the wall, swim left and pull the Lever. This Lever opens a door that Abe will need to go through later.



Grab a Health Up if you need it, then run your Mudokons back the way you came, and out of the canyon. Have them stand close to the wall of Exploding Crates...but not too close. They are *exploding* after all. Then go to the wooden

walkways you passed earlier. Jump a Possession Orb up and along the wooden walkway ahead of you to bruise any Sligs that were left standing.

Follow the wooden walkway until you can see behind the Explosive Crate wall. Possess the Popper that guards the area, and have him shoot the wall. When he's dead, gather your troops and lead them down the now-open path.



## TIP

If the Slig Popper respawns while you go through the area have your Mudokons attack. Silly Sligs are no match for your Mudarchers. Don't they ever learn?



As you follow the trail, you come across an Egg Nest and the door that Munch opened earlier. Beyond the door are a few Armored Poppers on raised platforms. Unleash your Mudarchers on them.



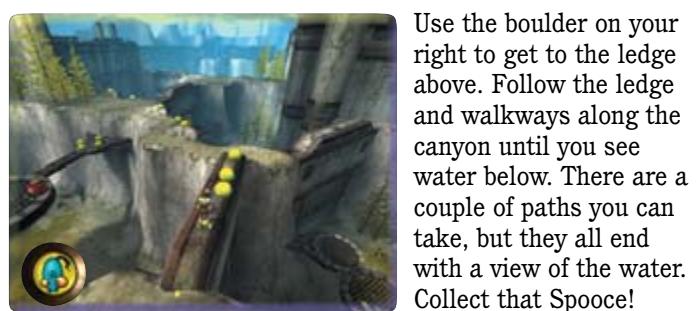
After the demise of those Sligs, you can leave your Mudokon buddies behind. Goodbyes are always difficult, but it has to be done. Continue on, and open the locked door at the end of the trail. Bring Munch to the Teleporter with Abe, and you are one step closer to Splinterz.

# NO MUDS LAND

The sky is black with smoke and the land is bare. The Glukkons must pay for their destruction. But first you need to find them. Get through this area and into Splinterz. You can almost smell the Moolah...Or is that industrial waste?

NO MUDS LAND	
SCRUBS	0
NATIVES	0
FUZZLES	0
MINIMUM SPOOCE REQUIRED	99

## ENEMIES



Use the boulder on your right to get to the ledge above. Follow the ledge and walkways along the canyon until you see water below. There are a couple of paths you can take, but they all end with a view of the water. Collect that Spooce!

Possess the Armored Big Bro Slig sleeping below the ledge. Let the Big Bro take out the Sligs nearby. That includes firing at the ones across the water from you. Blow up the Explosive Crates on the bridge while you're at it. Now use the Foot Switch, and shoot up the room behind you. Continue to work your way back to Munch, opening doors and destroying any opposition.

## TIP

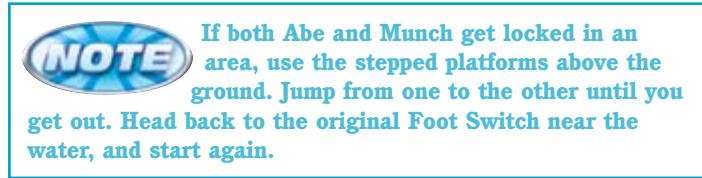
Shoot any Exploding Crates you find. If you don't, they might go off when you're standing next to them. Besides, you might luckily hurt a Slig standing too close to them.

## ANOTHER WAY TO KILL SLIGS

When Abe is on the ledge above the canyon, there are plenty of ways to kill the Sligs below. Some areas just beg for you to drop Bonepowder Kegs on Popper craniums. In other areas, you could use a Possession Orb: Have Slig Poppers kill Slig Bouncers. It doesn't really matter how you do it as long as your enemies are defeated.



With the doors open, Munch can walk along the trail. You need Abe's help to get Munch through. Abe must start at the other end, and step on the Foot Switches to open doors for Munch. With a little teamwork, the two can get to the other side.



**NOTE** If both Abe and Munch get locked in an area, use the stepped platforms above the ground. Jump from one to the other until you get out. Head back to the original Foot Switch near the water, and start again.



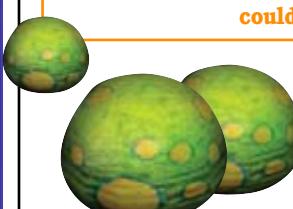
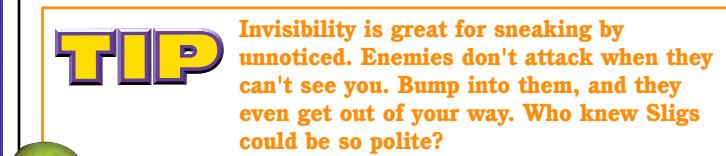
Grab a SoBe, and get everybody to the other side of the lake either by bridge or walking along the edge of the water. Possess any enemies left standing over there, and have Abe activate the SpooceLock. Regrow any Spooce in the area if you

need it. Munch can now jump in the newly opened Travel Well in the water.

Walk up the dirt ramp, and pull the Lever on the raised platform. Jump to the side of the ramp, use the Invisible Vendo, then make your way through the open door. Ignore the Sligs, and follow the clear path through the Mines.



until you see a wall of Exploding Crates. Use a nearby Bonepowder Keg to clear the way.



Invisibility is great for sneaking by unnoticed. Enemies don't attack when they can't see you. Bump into them, and they even get out of your way. Who knew Sligs could be so polite?

## ALL SLIGS SHOULD BE PUNISHED

Don't want to leave any Sligs alive? Who could blame you after what they've done? Instead of going up the dirt ramp and through the door, visit the Invisibility Vendo and head to the right of the ramp. Use the Travel Well there to reach one of those raised platforms that Slig Poppers are so fond of. Possess the Slig on the adjoining platform, and let him open fire on his cronies. Once all the Sligs are off their posts, they are easy pickings on the ground. Finish them off with the possessed Popper.



Send a Possession Orb through the opening, pass up the Armored Big Bro Slig and the Slig Bouncer, then take control of the Armored Slig Popper. But leave the Big Bro—you'll use him later. Pull the Lever, and you're done with the Popper.

Jump in the Wheelchair and wheel yourself out the door. Don't go in the Travel Well, because it just shoots you back to the lake. Skip the Zap Vendo as well, and head for the Lever. After you pull it, go back to the room with the Travel Well and hide.



Create another Possession Orb and get the Armored Big Bro Slig you passed up earlier. Time to create some carnage. Move the Armored Big Bro Slig throughout the area, and destroy all enemies. By the time you see Munch, most of your enemies should be dead.



### TIP

If you ever lose an enemy you've possessed, don't cry. There are plenty of bodies for you to use. Send out another Orb, and get some fresh meat—preferably one with a big gun.



When the coast is clear, Abe can follow the Armored Big Bro Slig's path of destruction. Keep to the left until you see a set of ladders you can climb.



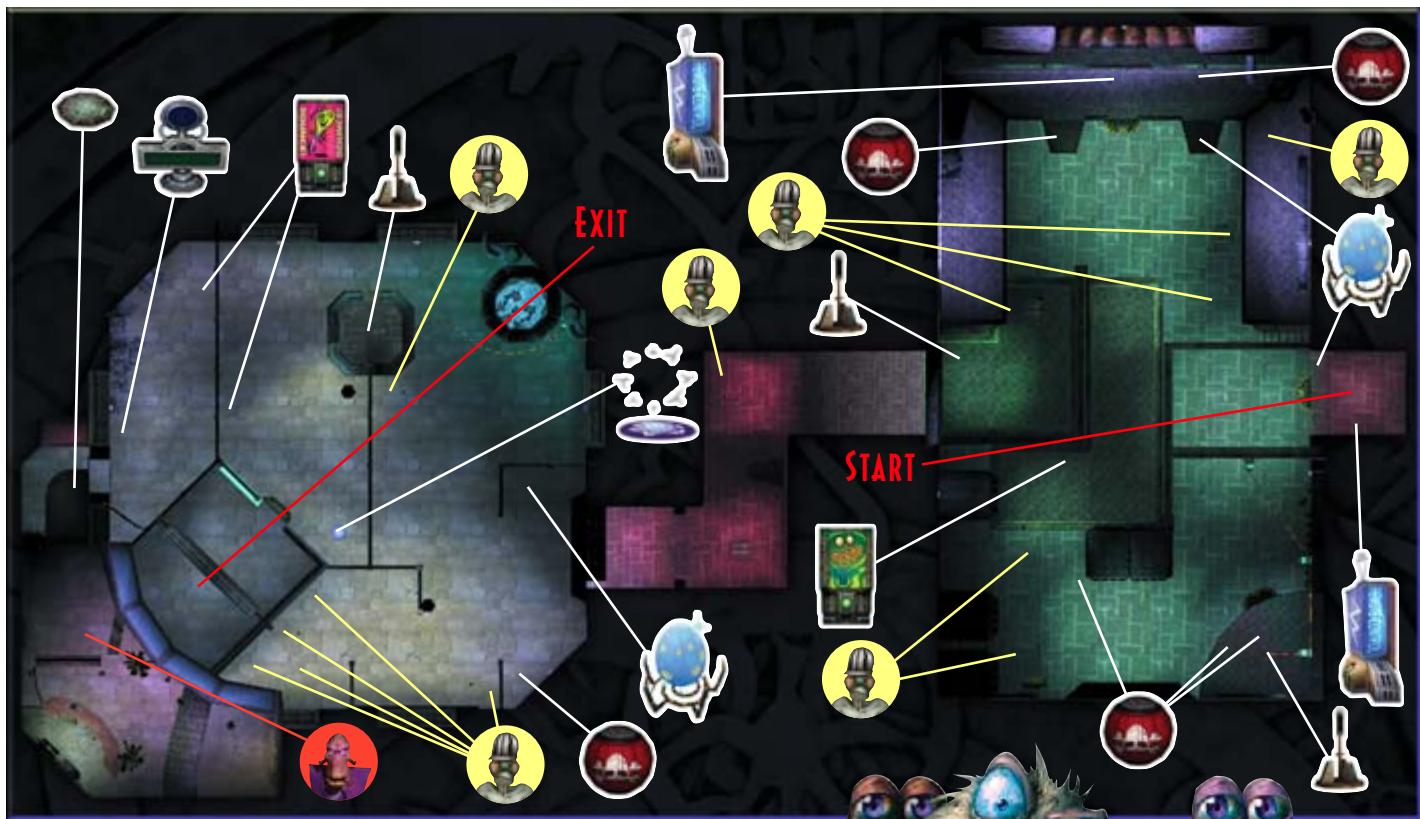
When Abe jumps into the Travel Well, he's boosted to the roof of one of the buildings. You know what to do with that Lever, don't you? With the Teleporter activated, drop Abe down it, and wheel Munch over to enter the Splinterz building.

## BOILER ROOM

You finally made it inside the building. No one thought you would make it this far—not even the sleeping Slig Poppers. This shouldn't be too hard. Sneak past the snoozing guards, rescue the Scrubs, and get more Moolah. Easy, right?

BOILER ROOM	
SCRUBS	13
NATIVES	0
FUZZLES	0
MINIMUM SPOOCE REQUIRED	20





Run Abe out of the cubbyhole and onto the floor below. Plug Munch into the Remote Control Port and use the Crane in the next room to kill the three Sligs. Drop them on Mines or toss Bonepowder Kegs on their noggin; you decide. Pick up Abe and drop him in the next room close to the Lever.

## TIP

Don't forget to use the momentum of the Crane to swing Kegs at targets that seem to be out of your reach.



With the Lever pulled, Munch can make a break for it. Jump over the Mines, watch the Slig propaganda film, and move to the Invisible Vendo.



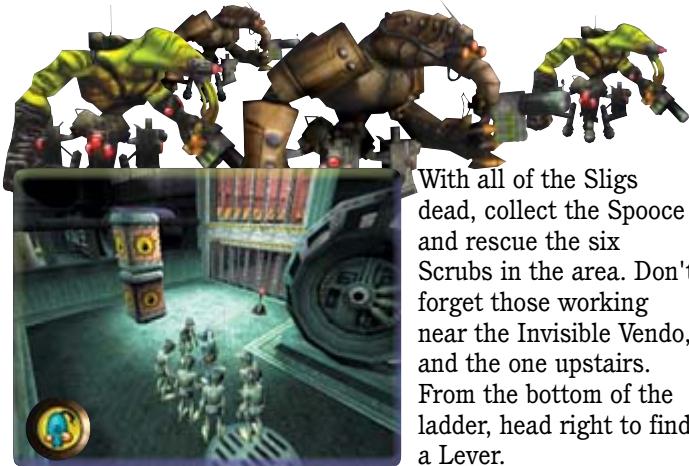
While you're invisible, go straight across the room and up the ladder, and plug into another Remote Control Port. Like you did before, dispose of the Slig guards with Mines, Exploding Crates, or Bonepowder Kegs.



**CAUTION** Carefully dispose of Exploding Crates in this area. A few Scrubs work among the dozing Slig Poppers. Learn to strike where you can take out your enemies without hurting your friends. When you're moving them, the Crates can also hit the railings and explode, so be careful.

Move to the ladder Munch went up, but grab a Bonepowder Keg along the way. Kill any Poppers still making Z's on the floor. Climb the ladder and grab any Bonepowder Kegs you find. Drop a Keg on the two sleeping Sligs. You can also sneak up on them and toss them into Mines.





With all of the Sligs dead, collect the Swoope and rescue the six Scrubs in the area. Don't forget those working near the Invisible Vendo, and the one upstairs. From the bottom of the ladder, head right to find a Lever.

## TIP

Do your Scrubs like to step on Mines? If so, help them out by carrying them past the trouble spots. Silly Scrubs; Mines can kill.



Through the open hallway, you see another Scrub hard at work. Give him a "How you doing?" and stop your Scrubs at the next room. The Exploding Crate wall ahead is no match for the Bonepowder Keg to

your left. And look what's behind there—more pitiful Scrubs. Rescue the four that were behind the wall and the one in front of it, and add them to your gang.



Take control of the Armored Big Bro Slig that's a little way down the path. With his help, the Armored Big Bro Sligs around the corner don't stand a chance. Shoot the Exploding Crates stacked against the wall, as well.

## NOTE

The Armored Big Bro Slig is a fighting machine, and seems almost indestructible. But if for some reason it does get destroyed, pull the Lever in the center of the room marked "Security," and a new Armored Big Bro Slig will appear at the generator. Possess that one too.



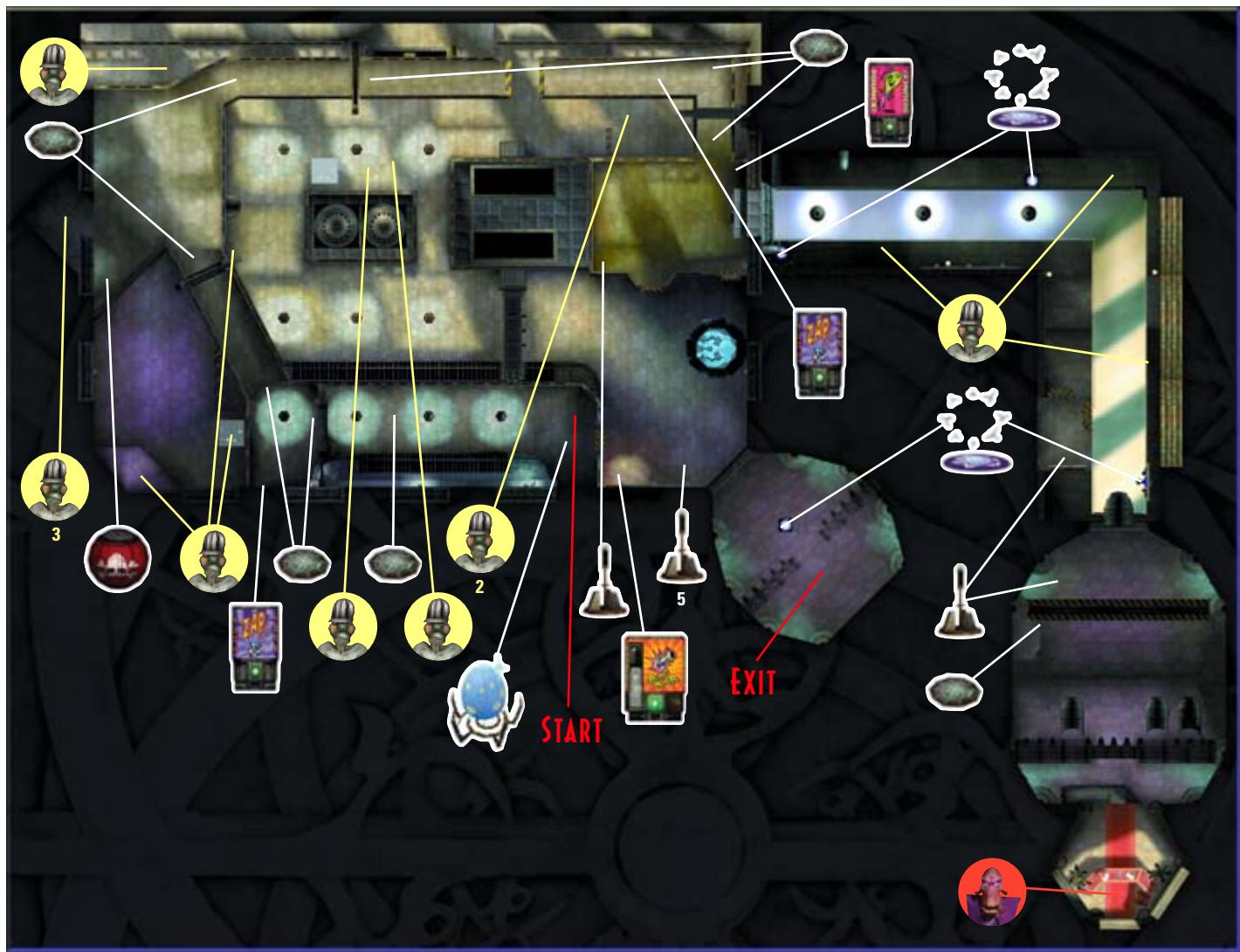
be to make sure all the Scrubs are gone.

Now jump over the Mines and get a drink of Bounce. Hop the wall and use 20 Swoope to open the door. In the next room, climb the very tall ladder, and stand on the Foot Switch. With a Possession Orb, make the Glukkon in the next room pay.



Abe must drop to the ground and backtrack to the Bounce Vendo. Use the Bounce to get back over the wall, then head for the ladder near the Rescue Portal. The ladder leads to a ledge with a Teleporter on it. Get Munch to the Teleporter, and it's on to the next level.





## SPLINTERZ MANUFACTURING

You made it to Splinterz Manufacturing! The Glukkon in charge of this place should have lots of Moolah; you just need to find him. Don't forget to rescue the Scrubs in the process. You don't want bad Quarma do you?



SPLINTERZ MANUFACTURING	
SCRUBS	14
NATIVES	0
FUZZLES	0
MINIMUM SPOOCE REQUIRED	0



Run Abe down the walkway to stand on a Foot Switch. Move Munch to the next Foot Switch through the open door so Abe can follow. Repeat this teamwork to move Abe and Munch along the walkway.



Unfortunately, there are a few Sligs in your way. And with Chant Suppressors almost everywhere, Abe is powerless to defeat them. But there are Zap Vendos around, so Munch can use his head to clear the path. At the end of the walkway, near the locked door leading to the CEO's office, Abe can collect Spooce.



**Munch can't jump far enough to get across the breaks in the walkway. Abe has to pick up his one-legged friend and toss him to the other side. If Mines become a problem, have Abe throw Munch over those as well.**



Near the Lever is a break in the railing. At this point, create a Possession Orb and possess the Big Bro Slig below. Move the Big Bro Slig past the group of Levers, and use the Blitzpacker Vendo to get a gun.



## BLITZPACKER VENDO

Are those pathetic excuses for fists just not cutting it for the Big Bro? Well it's time to upgrade. Visit the Vendo to get a huge Blitzpacker. These guns do a lot of damage really quickly. Too bad Munch and Abe can't use them. How unfair.



It's time to take out the trash around here. Ease your way around the area, and wipe out every Slig Popper and Bouncer you find. Keep killing the

Sligs that respawn—after a while, they stop appearing. Shoot the wall of Exploding Crates to reveal three Scrubs for later.



**Don't let those nasty Slig Bouncers get too close to your Big Bro Slig. If they get past the gunfire and start hitting you, it's over. You won't be able to shoot them, and they will beat you until you're nothing but scraps for the Slugs.**



**If your Big Bro Slig dies you can always get a new one. Pull that Lever near the locked door of the CEO's office and a new Big Bro will spawn on the generator where you found the first one.**



When the coast is clear round up all 10 Scrubs on the floor and take them back to the group of Levers. With a little teamwork the door in front of you opens. Kill the Snoozing Sligs with Possession Orbs or just send in your Mudokons.

With all your Scrubs still alive, set them free with the Rescue Portal. Those Levers also opened the door that leads to the CEO's office. Time to get some Moolah.

Visit the Bounce Vendo near Munch and jump to the newly opened door.

Run along the hallway and Posses the Big Bro

Slig at the end. Have him speak into the voice activation lock by pressing **Q**. Move him into the next room, pull the Lever, then go Slig hunting. Keep killing the ones that respawn until they stop coming.



**Go down the ladder next to voice activation lock if the Big Bro Slig dies before you're done with him. Pull the Lever and a new one spawns where you found the last one.**



With the room clear, explode the Big Bro, and run to the right. Jump on the platform and hit the Foot Switch. Create an Orb with three or four Spooce and send it through the open door to the CEO's office and possess the CEO within.



The Teleporter out of this place is now open, but first you need to find four more Scrubs. Exit the CEO's office and climb down the ladders in the hallway. At the bottom, find three Scrubs being forced to clean the floors. Throw them over

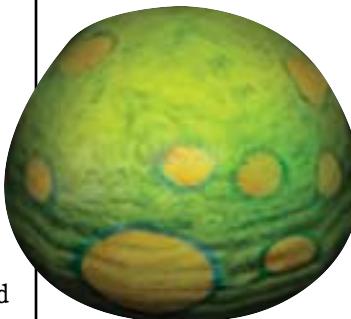
the Mines, and set them free. Check the Employee Status Board to find that you have one Scrub to go.

## TIP

Scrubs can escape through any of the Rescue Portals. Don't risk trying to access a hard-to-reach Portal when there might be a closer one.



Climb the ladders and return to Munch. Drink some Bounce from the Vendo, and head for the Explosive Crates you shot at earlier. Across from the opening where you found those three Scrubs is a high ledge. Jump to it and throw the last Scrub to the floor.



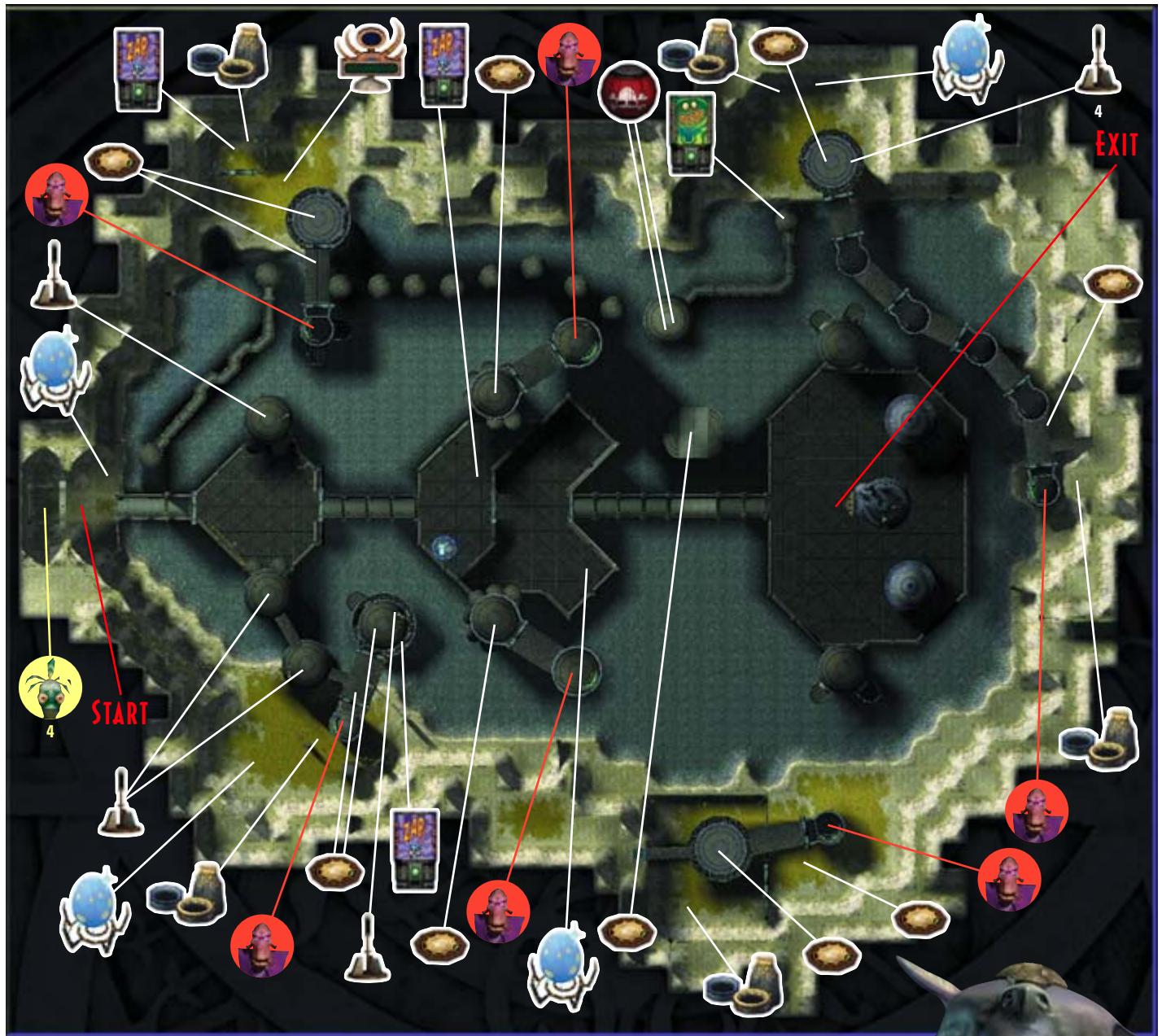
Bring him back to the Rescue Portal near the Teleporter and say goodbye. Move Abe and Munch to the Teleporter, and you're one step closer to getting all the Moolah you need.



What makes LuLu happy? Moolah, Moolah, Moolah.

# FLUB FUELS

You made nice work of Splinterz Manufacturing, but you need more Moolah to win the Gabbiar auction. Flub Fuels is a gold mine of Moolah waiting to be influenced into donating to Lulu's Fund. Go in and get the dough. Raisin is going to be so proud.



## RESERVOIR ROW

As if the Glukkons haven't done enough to Oddworld, they have now stolen some of its water. Release the water from the reservoir tanks and restore peace to the land. While you're at it, empty the pockets of greedy Glukkons into Lulu's Fund.

RESERVOIR ROW	
SCRUBS	0
NATIVES	4
FUZZLES	0
MINIMUM SPOOCE REQUIRED	22





Have Abe jump onto the platform and make his way to a SpooceLock. Water is not your friend, so watch your step crossing the walkway. Have Munch meet you at the Zap Vendo after you open the SpooceLock. With a drink of Zap, have

Munch jump into the Travel Well and clear the next area of Sligs. If your Zap runs out before both Sligs are gone, hop off the platform and try again.



Take a trip into the Travel Well after Munch clears the platform of Sligs. With Munch standing on the Foot Switch, Abe can go through the door and start collecting Moolah. Possess the Big Cheese and get him to

donate his Moolah. Follow the Spooce across the top of the columns until a line of Mines blocks your path. You're not scared of heights, are you, Abe? Toss the nearby Bonepowder Keg to clear the Mines long enough for you to run up to the Invisible Vendo. Take a swig and slip unnoticed into the guarded Travel Well. For additional fun, pick up the Sligs and toss them in the water while you're invisible. They'll never see it coming.



Unless Abe took care of the Sligs, Munch needs to swim to the Invisible Vendo and hop into the Travel Well to meet up with Abe. Once united, Munch must pull Levers to advance Abe down the corridor to the next Glukkon. First, Munch must step on the Foot Switch to allow Abe past the first door. Teamwork is the key here. Munch has to pull the appropriate Lever to open a gate, then Abe must advance through the opened gate. Munch pulls, Abe runs. Get it? Now take that Moolah and escape into the Travel Well.

## TIP

The gates don't stay open long, so switch back and forth between Abe and Munch. The Levers are arranged to open the gates in succession, counter-clockwise, starting with the Lever to the left of the first gate.

There are two Slig Poppers guarding the gate near reservoir tank three. Collect the nearby Spooce if you need it, then possess and dispose of the Sligs. There are two more Sligs on the other side of the gate whom you can possess or shoot from the Foot Switch. When all the Sligs are gone, have Munch hold the Foot Switch so Abe can jump into the Travel Well and possess another Glukkon. Easy money.





Run Abe to the cliffside and follow the trail of Spooce. Check out the Travel Well below you. Munch opens it for you. Until he does, sit tight above the danger. Clear the Sligs from your perch with the power of possession.

Have Munch swim with the shore on your left until he reaches a Zap Vendo on reservoir tank four. Drink some zap and follow the walkway up. Zap the Sligs out of your way and pull the Lever. Abe can now use the Travel Well below him to join Munch.



Have Munch stay on the Foot Switch while you take the Moolah of another unsuspecting Glukkon. Follow the elevated walkway, pulling two Levers along the way. Some Mudarchers want to lend a hand. Run

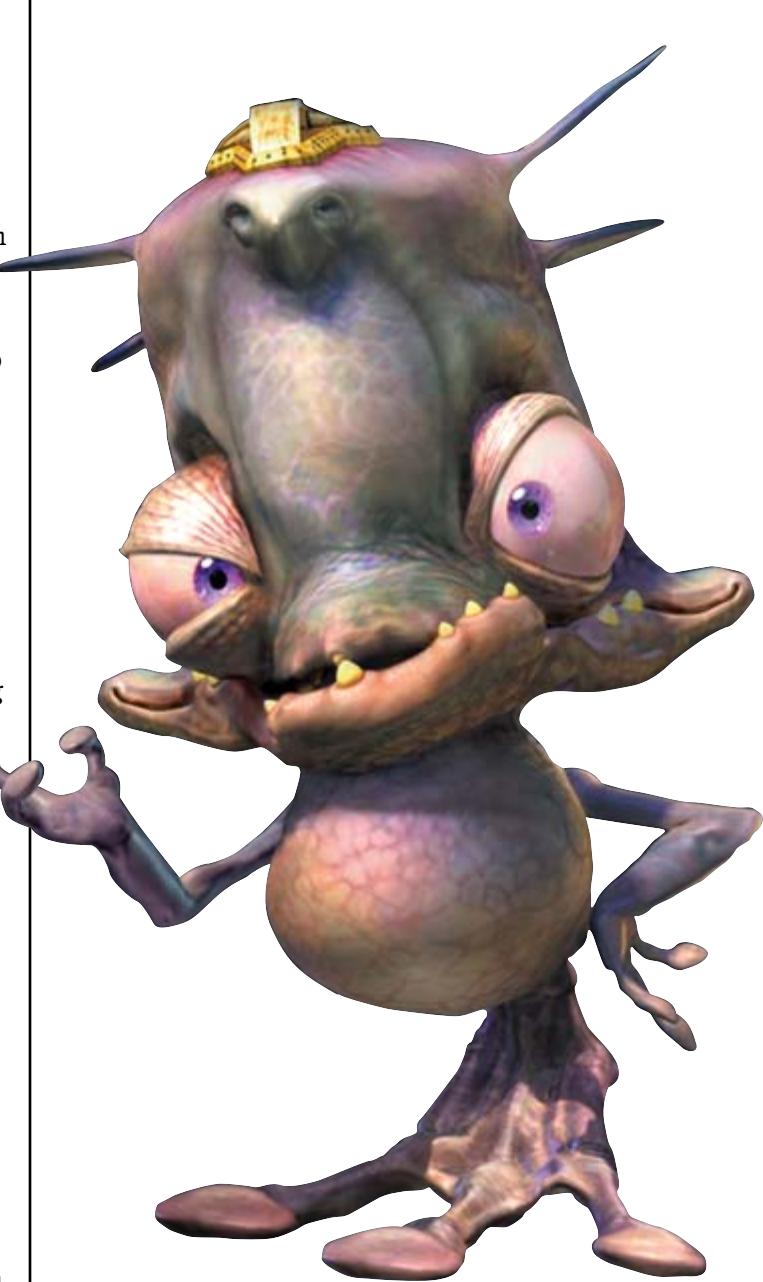
through the newly opened door down to the Natives. March your new platoon up the ramp, and let them clear the platform of resistance. While they do your dirty work, open the closed door by pulling the Lever atop a nearby platform.

**CAUTION** When jumping down to run to the Mudarchers, you may catch the attention of a few Sligs. Continue to run to the Natives, and quickly get their support to get the Sligs off your back. The faster you get to the Natives, the less damage you take; so run like crazy, you silly Mudokon.



Lead the Mudarchers onto the bridge and let them unload on some Sligs. To open the next door, scale reservoir tank five's tiny platforms. This is tricky and requires precise jumping. Once on top, step on the Foot Switch and collect

some funds from another Big Cheese. Regroup with your Mudarchers and clean out the next area of the patrolling Sligs. Climb reservoir tank six and collect some Moolah to open the next door.



With the four Mudarchers behind you, proceed halfway across the bridge. From there, you can see the platform in the water, with a Lever that Munch needs to pull. When Munch has finished the task, have him meet Abe and the rest of the

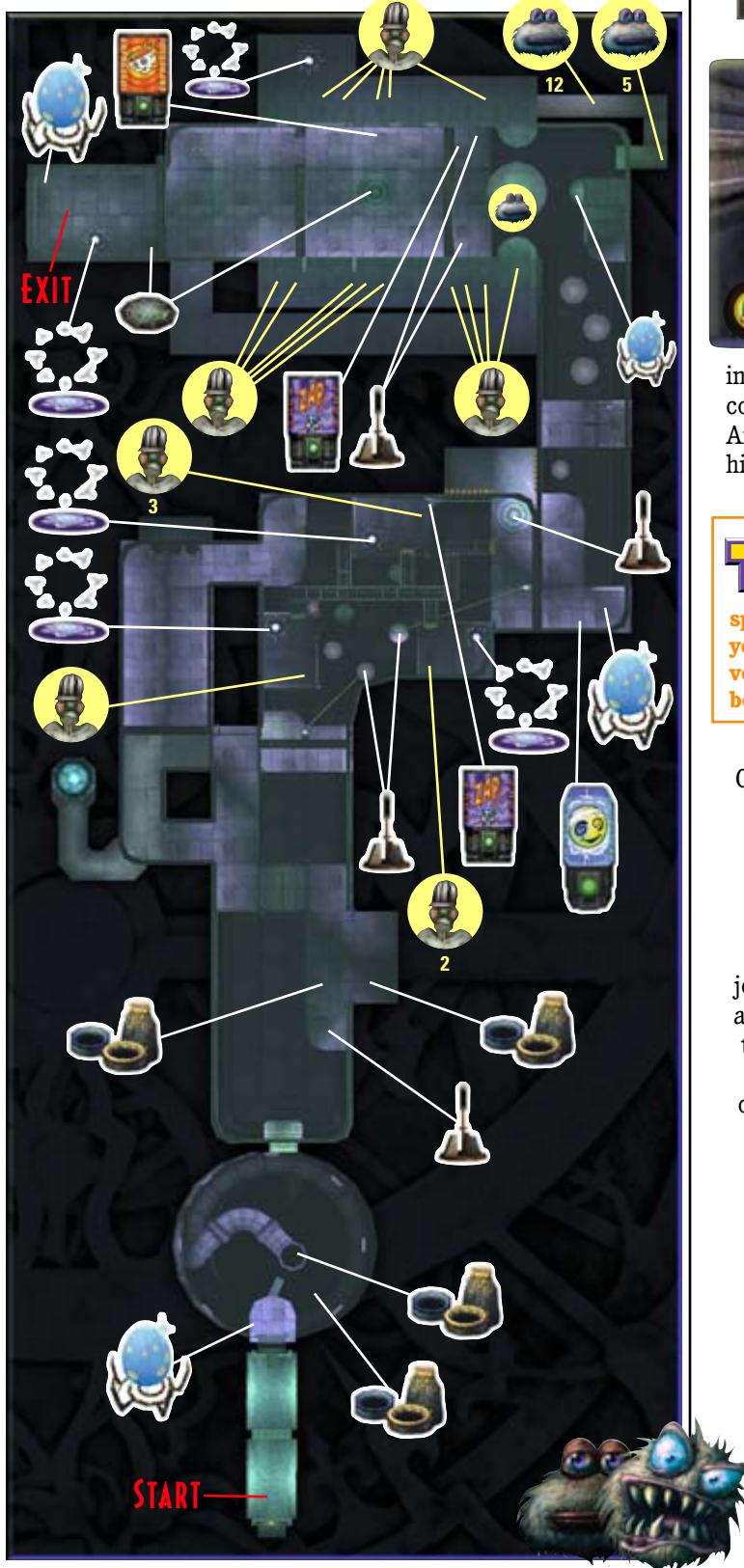
group on the bridge. Grab Munch's wheelchair along the way. That makes the journey faster. When the group is together, have the Mudarchers lay down some cover fire while Abe and Munch run for the exit. That was close!



If you lose your bearings and don't know how to get Munch on the bridge with Abe, return Munch to the beginning of the level. That's where Abe picked up the Mudarchers. From this point, it is a straight shot up the ramp to Abe.

## FLUB FUELS SCRUB PENS

Bad things are going on with your friends. You need to work together to get the Scrubs and Fuzzles safely out of here. Snap to it, man!



OK Munch, listen to the Shaman before crossing the Foot Switch and stepping onto the platform. Jump down. After splashing down, take the tunnel in the water to a Lever. This opens the Travel Well at the top for Abe to hop into. Abe can now follow the Spooce trail. The next door you come to is only voice-activated by Sligs. Possess the nearby Armored Slig Popper, and take him through the door. Use him to clean the room of Sligs.

### TIP

To make a safe passage for Abe, you must clear the area of all Sligs. This may take awhile, but eventually the Sligs stop respawning. Take out the Sligs sniping around the corner. If you lose your Slig to gunfire, another appears near the voice lock. Continue to get new Sligs under your control, because you need them until the area is Slig-free.

Climb the ladder to the elevated catwalk.

Follow the catwalk, dropping into each of the three pens to free the Scrubs. Pull the Lever so Munch can join you. After you free all six Scrubs, jump off the end of the catwalk



and pull the Lever below to raise the water. Quickly hop onto the ladder to avoid getting beaten by the Slig guarding the Lever. Possess this Slig from the top of the ladder to avoid getting hit when pulling the Lever.

## CAUTION

Mudokons don't swim. Save the six Mudokons from the pens before raising the water level. You don't want to be responsible for floating Scrubs, do ya?



Have Munch follow the water to meet Abe. Careful here, Munch—this place is loaded with Mines. Grab the Lever on the platform near the Scrub pens to open the door near Abe. Hit up the Zap Vendo, then cross the small partition next to it. Follow the water until you encounter three Sligs. You know what to do. There is a Health-Up Energy Vendo nearby if you run low on birdies. Have Abe go through the door you opened and wait for you at the Health-Up Energy Vendo.



Use the platforms to cross the water and get up the large stairs. Turn into the hallway filled with Fuzzle Cages. You'll find a Lever. Don't pull it yet. You don't want to meet what lives on the other side. First have Munch revisit the Zap Vendo and take out the Sligs near the large gate. When the Sligs are gone, have Abe pull the Lever in the hallway and have Munch collect his Fuzzle friends. Stage Munch and his pals by the large gate.



Back up the hallway, Abe. Jump onto the platform with the circle of Spooce. On the ledge to the right of the gate are five Scrubs. Lead them to the Rescue Portal at the end of the ledge, then return to the platform where the

Spooce is located. On the other ledge are nine Scrubs, but these ones are guarded by three Armored Slig Poppers. Jump onto this platform and carefully get the attention of seven of the nine Scrubs without getting too close to the Sligs. Send your Scrubs on a rampage to smack down the three Sligs. Gather the nine Scrubs and lead them to the bottom ramp.

## TIP

To make this chore less painful to the Scrubs, keep the seven Scrubs at the end of the ledge. Then get the attention of the two Sligs next to each other and run them into your army. This breaks up the Sligs and makes things go smoother. Taking out the remaining Slig should be no problem.

There are two Big Bro Sligs standing between you and Munch. Good thing there's a small army with you. Quick Save before launching your dual attack. Have Munch pull the Lever by the gate and visit the Zap Vendo. When Munch is

juiced, have Abe start his attack on one of the Big Bro Sligs. Quickly switch back to Munch and have him aid his Fuzzles in the attack of the other Big Bro Slig. Everyone OK? Great; now leave Munch on the Foot Switch to open the gate to the Rescue Portal and the exit. Save the Scrubs, then stand on the Foot Switch to allow Munch into the exit. Your work is done here, boys. Now get out!

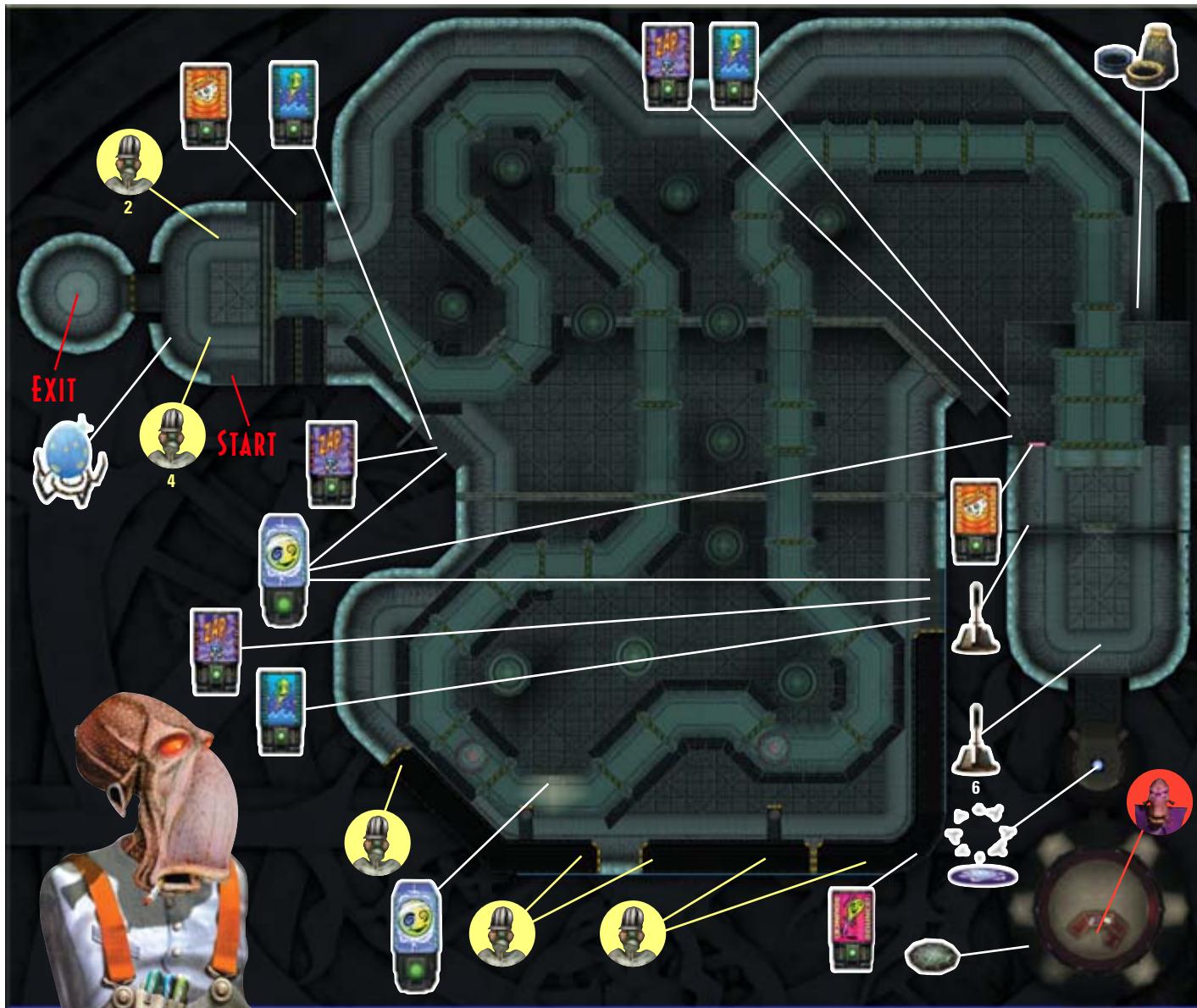


## A SAFER WAY TO FIGHT THE BIG BRO SLIGS

Save your Scrubs and Fuzzles, and let the Sligs do the deed. After jumping onto the ledge with nine Scrubs, Chant to take over one of the three Sligs. Don't worry about making the Scrubs fight here. Take your Slig down the ramp to the Big Bro Sligs. Stand at a safe distance and fire at the Big Bro facing you. With luck, you won't get the attention of the other Big Bro. Keep firing steadily, and laugh as the oversized Slig falls. He is too slow to return fire. Now take out his friend. If your Slig dies, there are two more Sligs at your disposal back by the Scrubs. When the Big Bros are gone, return up the ramp to mow down any remaining Sligs or let the Scrubs take care of 'em. Wasn't that a fun and safe alternative?

# FLUBCO EXECUTIVE OFFICES

This is it. The last big score before heading off to Vykkers Lab. If you do your job right and dump this Glukkon's pockets into Lulu's Fund, you'll have enough Moolah to get that last can of Gabbiar.





Hop over the wall and down some Espresso. Follow the path through the gauntlet of Big Bro Sligs and Exploding Crates. Grab a Health-Up as you pass the Health-Up Vendo halfway through to recharge your health.

When you reach the end, collect the small line of Spooce, pull the Lever, and run out of sight of the three Armored Big Bros. Give one of them a Possession Orb, and use him to blast away the other two. You can catch your breath now. It's time for Munch to earn his keep.

## TIP

**Making a mad dash through enemy gunfire is tough, and all those Exploding Crates don't make things any easier. Jump in the air as you pass the crates. This draws the Big Bros' fire away from the Exploding Crates, reducing the chance of them blowing up at your feet.**

## TIP

**You may find it easier to make it through the Executive Offices gauntlet without being shot by *not* drinking Espresso.**



Hop in the water. Swim to the Vendos and charge up with some Zap and Aqua Bounce. You know how this works. Bounce onto the pillars, and zap the Big Bros from their perch into a watery grave. Return to the Vendos for a Health-Up

whenever you need a pick-me-up. Your work here is done. Munch—way to go.



There are five Scrubs on a ledge high above the winding path. On your way back to pick up the Scrubs from the beginning, stop by and give these guys a hand. Notice the ledge above a set of three Vendos on the water's surface. The

way up is marked with a green triangle on the ledge. Find this and hop up. Pick up the Mudokon at the end of this ledge, and carry him back to where you jumped up. Carefully toss him down to the path. Visit the Bounce Vendo and hop to the next ledge.



You need good aim to free the next four Scrubs. Pick them up and walk onto a plank with the target painted on the end. Toss the Scrub at the larger target painted on the path. Bull's eye! If you aim well, all the

Mudokons are safe on the path. Have them wait while you pick up the other six Scrubs back at the entrance. Take all the Scrubs to the large door the Armored Big Bros guarded. Put the Mudokons to work, then free them for their efforts.



Nice office. This Glukkon must have some major Moolah. There's only one way to check. Jump onto the furniture and follow the Spooce to the elevated platform circling the office. Stand on the Foot Switch and let loose a Chant on the

resting Glockstar. Now, let's see how much Moolah this guy is carrying. Yikes! Return to the beginning and transport out of here. Don't forget Munch!



# RETURN TO VYKKERS LABS

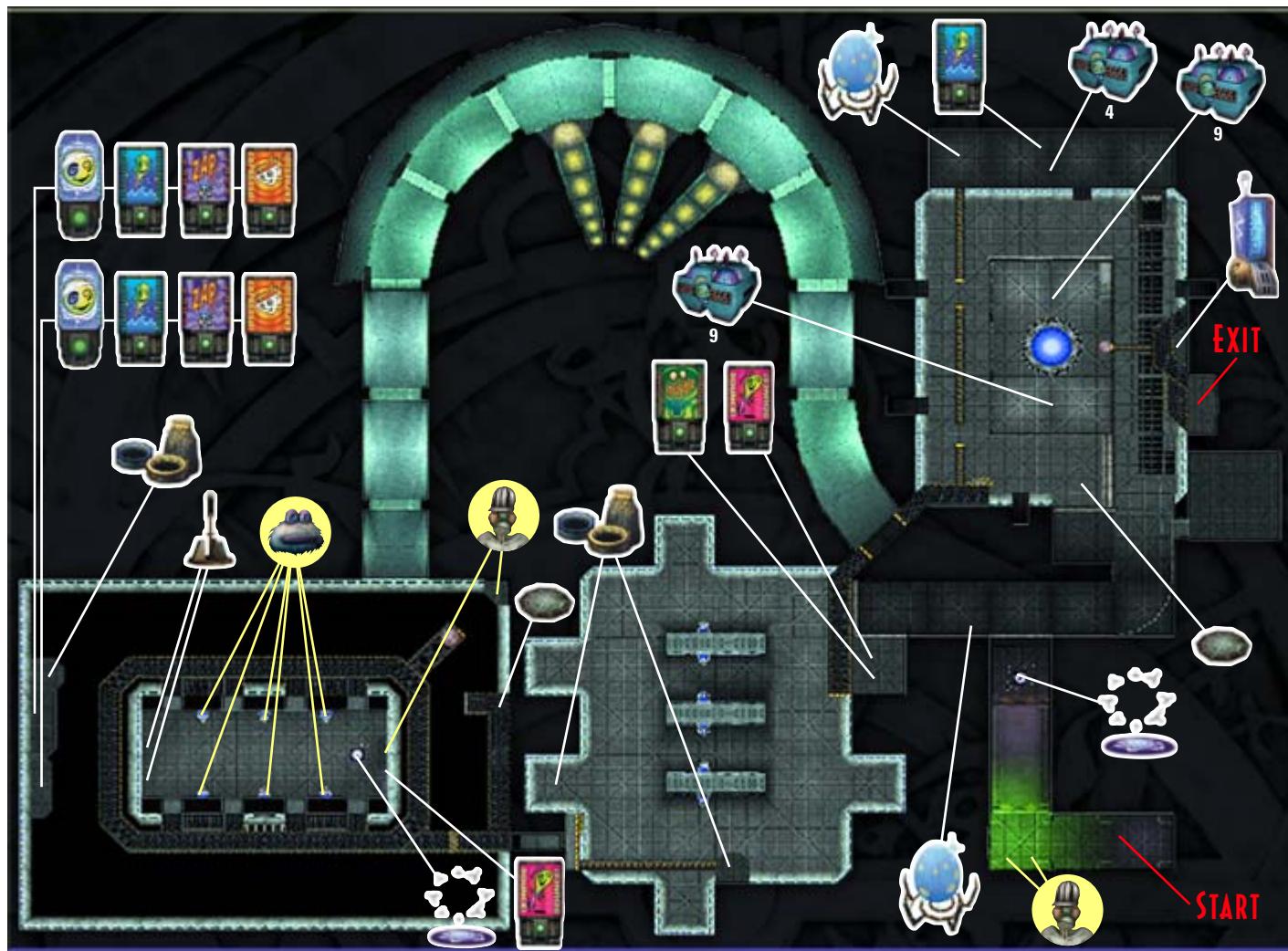
So you thought you were done with Vykkers Labs, eh? Think again. Lulu's finally made it to Glockstar status and is on top of the world. With all the Moolah you've poured into his pockets, he does "need an ass the size of a truck" to support his wallet. Enjoy it while you can, Lulu. Abe and Munch have plans to separate the fool from his wallet.

It's almost time for Abe and Munch to enact their plan. Abe has learned that this Vykkers Labs is holding some very special cargo: Mudokon Labor Eggs! Those dastardly Vykkers are breeding young Mudokons for slavery. Help Abe and Munch free the unborn Mudokons, along with more Scrubs and Fuzzles.



## THE LOADING DOCK

This place is loaded with enemies. You can't save those Egg Crates with so many enemies crawling around. Reach the water main and flood the place to gain access to all of the Egg Crates.



THE LOADING DOCK	
SCRUBS	4
NATIVES	0
FUZZLES	5
EGG CRATES	22
MINIMUM SPOOCE REQUIRED	0





Whew! You barely made it through those gates. Send the two Scrubs through the Rescue Portal to open the door, then go to a fence near a round opening in the wall.



Watch the Interns run their route on the other side of the fence. You want to be over there too. Jump over the fence when it's clear, and make your way up the ladder around the corner. If you're in danger of being seen, hide in the

dark recesses around the edge of the path. At the top of the ladder, use the planks to cross over to the Aqua Bounce Vendo and some Egg Crates.

## ODDITY EGG CRATES

These fragile things are the future of your race, Abe. Egg Crates carry the young Mudokons that the Vykkers plan to sell.

Egg Crates are just as important to rescue as Scrubs and Fuzzles, because they directly affect your Quarma. Rescue Egg Crates by dropping them down the Loading Chute. Abe can throw them in, or Munch can use a Crane to drop them in.



Munch can use the opening in the wall to swim to a ladder that leads him to Abe. Once the two are reunited, Abe can toss Munch over the gaps in the planks so they both end up above the ladder Abe came up.

Leave the Egg Crates alone for now; you can't do anything with them yet.



Abe can jump the gap in the catwalk and continue on to find a Bounce Vendo and an Invisible Vendo. Those nasty Vykkers and Interns below aren't likely to let you reach that ladder on the other side of the room without a fight. Load up

on the two drinks to pass undetected, and wait at the locked passageway on the other side.



Meanwhile...because Munch can't make the jump across that catwalk, even with Abe's help, he has to drop into the murky depths below. Swim along the tunnels until you reach an open area with a structure in the middle. Swim to the right to find a bunch of Vendos. Take a drink from each one, and continue swimming until you see a Foot Switch high above you.

Jump up to the Switch and zap the Shooter Intern guarding it. When you stand on the Foot Switch, Abe can finally come through the door. Leave him at the foot of the ladder for now, and jump back into the water.



## CAUTION

Stepping on the Foot Switch takes the camera off of Munch and puts it on the door. Don't let this throw you off.

Although you can't see him, you can still zap the Intern

A catwalk high above you surrounds the structure in this room.

The room inside the structure houses the water main that you must access to flood the level. Armored Shooter Interns and Armored Vykker Sawbones patrol the catwalk and the water main room. It's up to Munch to clear the enemies.



## INTRODUCING ARMORED VYKKER SAWBONES



Armored Vykker Sawbones are possibly the most dangerous of all Vykkers. They carry blades sharp enough to...well, saw through bones. A couple of hits from these guys can spell doom for you. Stay away from them whenever possible, but if you have to fight them, make sure you don't fight more than two at a time.



By now, you should be proficient in the lure-and-zap attack technique. Refuel on all the beverages available here, and hop up to the catwalk directly above the Vendos. This is where you'll lure the nasties so that you can safely push them off the edge.



Now, peep around either corner to get the attention of one of the Interns or Vykkers. As soon as one of them sees you, return to the spot above the Vendos. With the Espresso boost, you can easily outrun them. This gives you enough

time to position yourself to zap them off the catwalk.

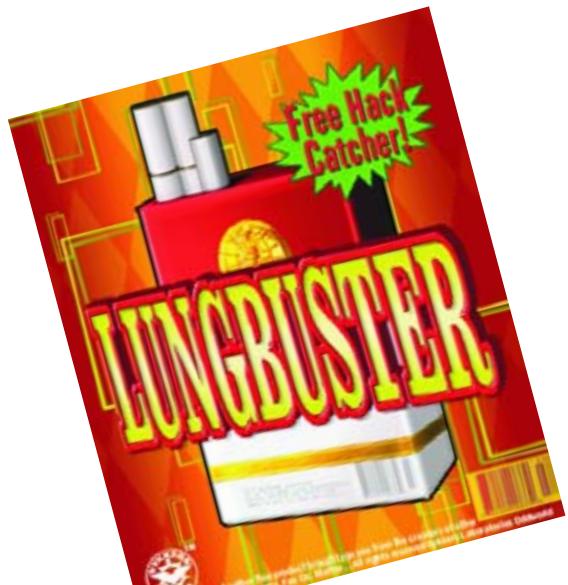


**The enemies like to back each other up. If you accidentally draw more attention than you can handle, just drop back into the water.**

**Don't underestimate those Armored Sawbones and try to be a hero. It's better to drop out early to refuel with Health-Up than to push the issue and get killed.**



Continue the luring and zapping until the water main room is cleared. You may have to venture inside to lure out the last few guards. When the room is safe, rescue the six Fuzzles and sit tight; Abe'll be here shortly.



Abe can now enter the water main room and grab a Bounce to rescue the last two Scrubs in the area. One is working diligently above the Rescue Portal in this very room.



The other one is outside, working high above the catwalk in a corner of the room. Find the plank marked with a bull's-eye. It's in the corner at the end of the catwalk. Jump from the bull's-eye to reach the Scrub, and aim at the bull's-eye when you throw him down.



After you rescue all of the Scrubs and Fuzzles, position Abe at one Lever and Munch at the other. They must pull the Levers at the same time to raise the water.



Now that the water is raised, return to the room with the Egg Crates. Jump down next to the Loading Chute in the middle of the room. Abe can throw the Egg Crates into the Loading Chute himself, or wait for Munch to use the Crane. Using the Crane is easier and less risky.



### ODDITY **LOADING CHUTES**



These portals transport your precious Egg Crates to the Loading Dock, where your Mudokon friends are ready to rescue them. The safest way to drop Egg Crates into Loading Chutes is with the use of a Crane. However, if one isn't available, simply throw them in—carefully, of course. The fate of the Mudokon race is in your hands.



Leave the water main room and grab an Aqua Bounce before entering the tunnel. When you reach the green triangle pointing up, hop up to the catwalk, and return to the Egg Crate room. If you still have the Aqua Bounce boost, jump up to the Remote Control Port underneath the Employee Status Board. If you've lost your spring, use one of the ladders to reach the Aqua Bounce Vendo on one of the ledges.

Now that the Employee Status Board confirms your rescue of all the poor creatures in the area, it's time to book. Use the Crane to drop Abe onto the catwalk next to Munch so both can be whisked away through the Teleporter.



Thought you were done, huh? The Teleporter puts you in another cargo hold, where the Shaman speaks to you. What he says to you depends on your Quarma. If you've been good and saved most of the Scrubs, Fuzzles, and Egg Crates, the Shaman allows you to continue on to the last two levels. If not...well, game over.

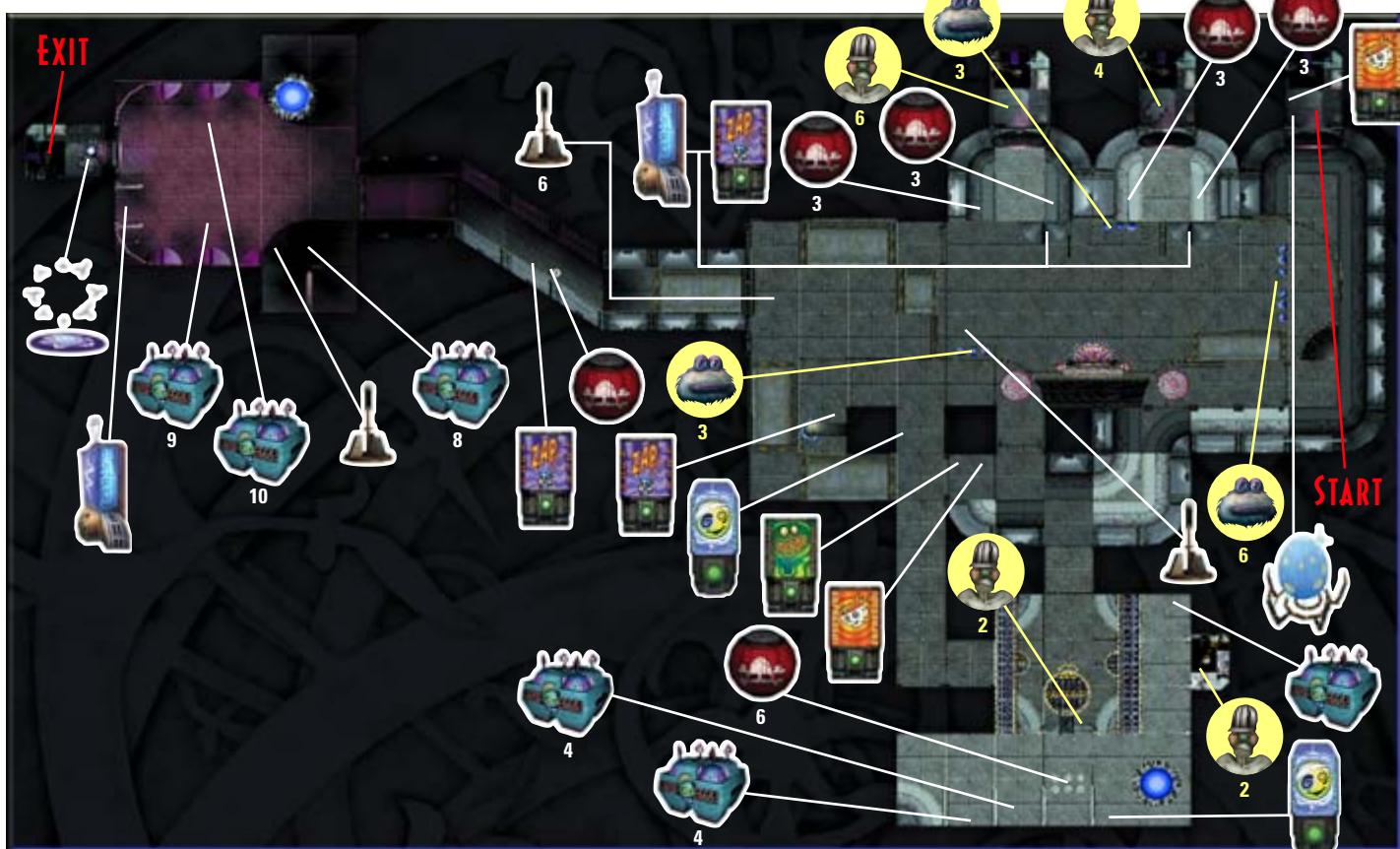


Now it's up to you, Munch. Use the Crane to carefully drop all of the Egg Crates down the Loading Chute. Don't forget those Egg Crates near the Aqua Bounce Vendo.



## LABOR EGGS STORAGE

Have you been making the right moral decisions and saving as many Fuzzles and Scrubs as you can? If your Quarma isn't Good or Angelic, this level and the next are closed to you. Ha-ha! Otherwise, this is it—the last of the Scrubs and Fuzzles are here along with more Egg Crates. Save them all!



LABOR EGGS STORAGE	
SCRUBS	74
NATIVES	0
FUZZLES	12
EGG CRATES	36
MINIMUM SPOOCE REQUIRED	0

There's an Espresso Vendo in here. Could that be a hint? Take a sip and boogie to the Employee Status Board, then onward until you find the next Espresso Vendo and an Invisible Vendo.



### TIP

The Invisible boost wears off real fast. Take a shot of Espresso first so that once you've gone invisible, you can get down to business.



Fortified with Expresso and Invisible, avoid the Armored Shooter Interns in the next room, and hop up to the ladder. At the top, use the Bonepowder Kegs to clear the room of those rascally Interns before throwing the Eggs down the Loading Chute.



**Don't stand too close when throwing the Egg Crates down the Loading Chute. The Crates need to clear the lip of the Chute. When you find the right distance, make note of where you're standing so that you can throw the rest of the Eggs from the same spot.**



In the two rooms below are four Scrubs waiting for your guidance. Gather them all under the ladder and hold tight. Bring Munch to this area and into the next hallway where there's a Health-Up Vendo.

Past the Health-Up Vendo and to the left are a Zap Vendo and a Wheelchair.

Finally, some tools to work with! Drink some Zap, hop in the Wheelchair, and head down the ramp next to the Health-Up Vendo.



At the end of the ramp are three Armored Shooter Interns. Thanks to the speed provided by your Wheelchair, lure one back to the ramp and zap away. The Zap at this Vendo is a little old and flat, so it doesn't last very long.

You have to repeat this lure-and-zap tactic a few times before you clear the three Interns.



**More likely than not, you'll be attacked by all three Interns and take shots from enemies in the next room. Return to the safety of the Wheelchair and Zap Vendo area when you're overwhelmed. When the coast is clear, refuel with Health-Up, and continue the attack.**



In the room where the three Interns were, there are six Levers. Looks like a job for Abe's Mudokon buddies, so leave the Levers alone for now. The next room is full of Armored Shooter Interns. The lure-and-zap method doesn't work

here because of the little drop-off leading into that room. The Interns can't follow you past that.



Time for a little crafty maneuvering, Munch. Make sure you're loaded with Health-Up, and make a run for it. As you enter the next room, hop onto the deck on your left. You can rest against the wall next to the Zap Vendo; no one can see you from there.

Leave the Zap alone, and notice the nearest Intern on patrol. Pretty regular pattern, eh? Get out of the Wheelchair and wait until the Intern passes you on his way toward the wall. As soon as he does, skip over to the Remote Control Port to take control of the Crane.



**Luckily, the lights in the room are placed high enough so that shadows fall directly below objects. Use the Crane's shadow to accurately place it over a target.**



Follow the Intern with the Crane as he walks away from the wall. Stop the Crane above where he pauses before turning around. You don't have time to drop the Crane on him this time around, so don't bother. Release the Crane and head back behind the Zap Vendo.



Now that the Crane is in position, wait until the Intern passes you again on his way toward the wall. When you take control of the Crane now, you have plenty of time to drop it on him as he pauses. Start it just before he reaches the end

of his route. What'll you do with him once you have him?

Recycle. Use the Crane to get rid of the two Interns on platforms above you, as well. You can drop them into the Recycler, or use the Bonepowder Kegs on the top platform.



As you can see from the Crane's point of view, there are two more Interns on the floor level of this room. Too bad they're out of reach of the Crane, right? Grab a Bonepowder Keg and fling it at the two Interns. The momentum of the Crane should be enough to swing the Kegs directly over their heads.



Back on your trusty wheels, move deeper into the room where the other Remote Control Port is located. Dispatch the last two Interns with the same method you just used, and wait for Abe. With both Cranes, lift him and drop him off by

both sets of Bonepowder Kegs. He'll be happy to see his brothers again before having to throw them off the ledges.



Now that everyone is reunited, lead the 12 Fuzzles and the 14 Scrubs back to the room with the 6 Levers. When the Scrubs open the door, bring the gang down to the Zap Vendo. Time for Munch to power up.



## CAUTION

Remember the power of the Recycler. When leading your followers, stay as far away from the Recycler as possible. Recycling is good, but recycling an endangered species isn't!



Leave everyone at the safety of the Zap Vendo. Take a drink of Zap, and continue down the hallway. Near the Egg Crates are a couple of Armored Vykker Scientists. Charge them and alternate your zap on them until they are toast. The Zap should last just long enough for you to see them go down.

With the help of the Crane, rescue the rest of the Egg Crates in this room. Once that's done, Abe can come down, by himself, to within reach of the Crane. Use the Crane to drop Abe off next to the Lever on the ledge. *Do not pull the Lever.*



The Lever opens that locked door next to the Remote Control Port. Behind that door waits an Armored Vykker Sawbones. If you open the door while Munch is still at the Remote Control Port, the Vykker will turn the last Gabbit into mincemeat. Wheel Munch back to the Zap Vendo before allowing Abe to pull the Lever.

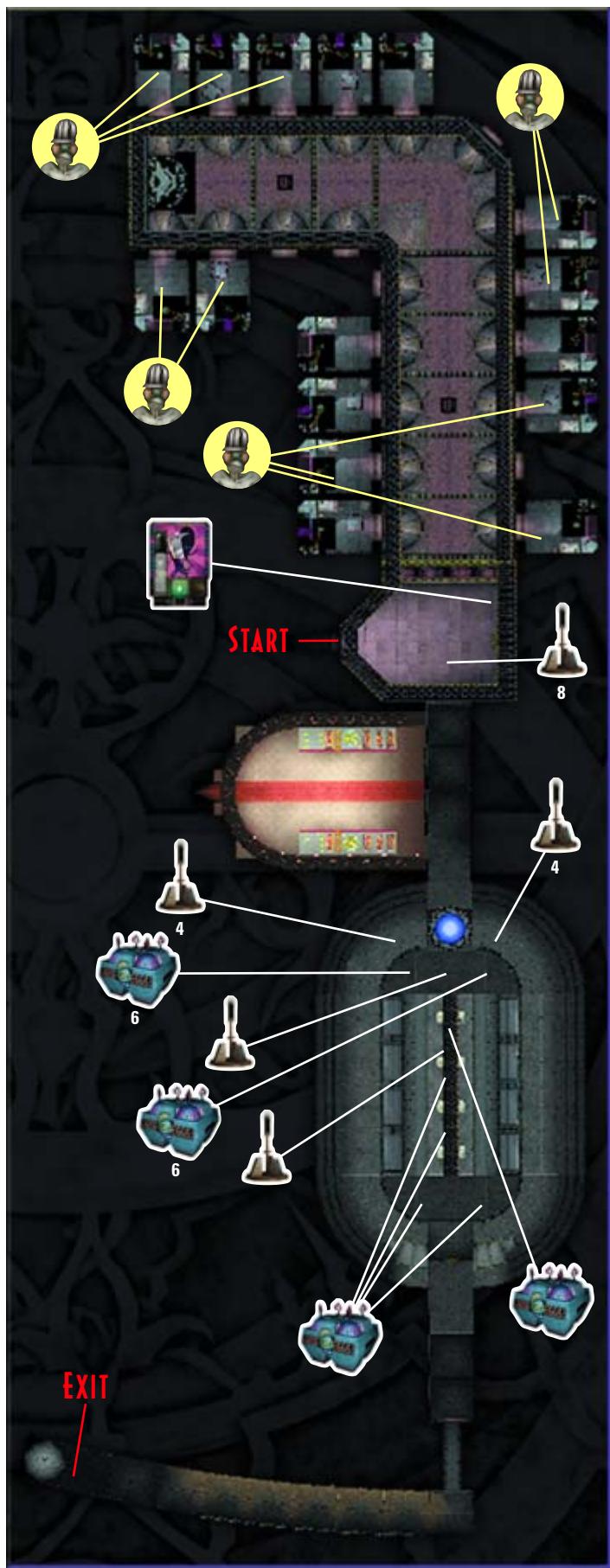


Fortify Munch's Headport with a shot of Zap, and wheel back down to face this final Vykker. Zap him into oblivion, and gather the rest of the posse at the freshly opened door. Well, lookie here: a Rescue Portal. Send everyone through, and check the Employee Status Board before jumping through the Teleporter.



# EGG HUNT

Time to leave Vykkers Lab, Abe. However, there are still 17 Labor Egg Crates missing. Find the missing Crates, rescue the last of the Scrubs, and get going. Munch will be waiting for you at the loading bay, so hurry up.



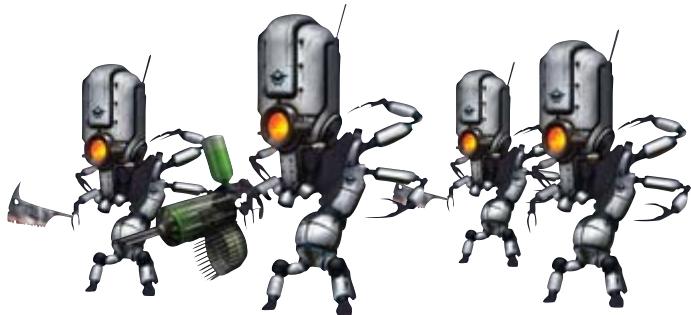
## VYKKERS SUITES

You're real close now, Abe. Gather the last of the Scrubs and get to the loading bay. Don't forget the remaining Labor Egg Crates. The faster you do this, the sooner you can go home. Good Luck!

VYKKERS SUITES	
SCRUBS	10
NATIVES	0
FUZZLES	0
EGG CRATES	17
MINIMUM SPOOCE REQUIRED	0

ENEMIES	
VYKKER SCIENTIST	VYKKER SAWBONES





Ready for one last hoorah? Listen to the Shaman, then collect the Spooce from the ledge. Walk along the ledge until you reach the far end. Look at all those Vykkers below. From the far end of the ledge, drop a Possession Orb and

take control of one of the Vykker Scientists. Direct him to the Snuzi Vendo or the Lil' Hacker Vendo. Both work well. Now that your Vykker is armed, take him on a rampage, dropping all Vykkers in sight. If your Vykker takes too many hits, you can always possess another one. Have fun.



### ODDITY SNUZI VENDOS

A perfect solution to an empty-handed Vykker. Snuzis have an incredible rate of fire and a long distance. A few hits from a Snuzi leaves any enemy down for the count.





## LIL' HACKER VENDOS

Ever want to chop up an enemy like a crazed Vykker Sawbones? Here's your chance. Visit one of these Vendos to get a giant cleaver. Now you can slash and hack with the best of 'em. Chop away.



Collect the 10 Scrubs scattered throughout the ground floor of Vykkers Suites. Get them to help you out at the Levers, and thank the Shaman for the little gift he gives you and your friends.

Wait a minute. Could he have done that at any time? Well, it's too late now. Take your party through the door and get them to work once more. When the gate opens, fire! Watch the Vykkers fall as your 10 soldiers unleash hell.

### TIP

Wait until all your Mudarchers are in front of the gate before giving the order to fire. This way, all of your Mudokons have a clear shot at the action. While they are fighting, stand behind the mob so that they intercept any Vykker that wants a piece of you.



When the smoke clears, enter the experiment cage to pull a Lever. There are still 17 Egg Crates for you to save before you can leave. Walk around the outside of the caged room, and climb up the ladder. Here are the missing Crates.

Carefully pick them up and toss them into the Chute. Use the QuikSave® option if you need it. How are you going to explain it to Raisin if you break some Crates filled with your unborn brothers?

### TIP

To avoid smashing any Labor Eggs, first toss the ones nearest the Chute, then work your way back. This should reduce your chances of crushing any Egg Crates. The Lever is a nice, safe tossing point.



Very nice Abe! Doesn't it feel good to be the hero? With all the Labor Eggs down the Chute, gather your friends and get out of Vykkers Lab. The Lever by the Chute opened the exit. Just go through that door and down the hall to Munch. Whoo-hoo! You did it, Abe!



# QUARMA: WHAT IT MEANS TO YOU

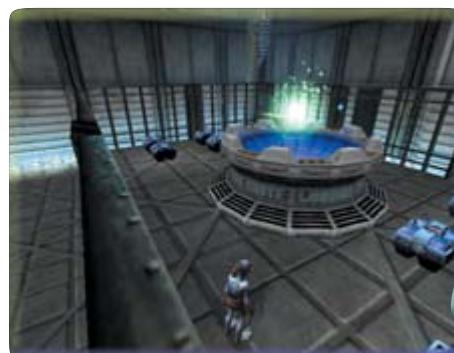
If you thought that simply surviving and finding the exit of each level was sufficient, think again. Being a hero of Oddworld carries great responsibility. True heroes go above and beyond the call of duty.

## WHAT IS QUARMA?

Abe's and Munch's performance is judged by Quarma. You start each level with your Quarma at 50 percent. What you do in that level affects your Quarma rating for that level. You earn Quarma for each Fuzz and Mudokon Scrub that you send through a Rescue Portal, and for every Mudokon Egg Crate that you send down a Loading Chute. You lose Quarma for every one of those that gets killed or destroyed. If any of the Scrubs, Fuzzes, or Egg Crates are neither rescued nor destroyed, your Quarma is unaffected.



Send Scrubs and Fuzzes through Rescue Portals to earn Quarma.



Egg Crates go into Loading Chutes.



Your total Quarma is determined by how many rescues you've made in relation to the whole game. This allows you some room for doing poorly on a couple levels. Ultimately, your total Quarma is what counts. So if you don't do so well on a couple of levels, don't kick yourself too hard; you can make it up by doing really well in the other levels.

# HOW DO I CHECK MY QUARMA?



The quickest way to check your Quarma during gameplay is by pressing **Ⓐ**. The halo circling Abe's or Munch's head is your Quarma for that level. Good Quarma is indicated by a smooth golden halo, and bad Quarma is indicated by a jagged red halo. You start each level somewhere in between.

A more complete way to check your Quarma is through the Pause menu. Choose "Check Quarma," and view your Quarma for the current level as well as your Quarma for the game. This screen also indicates how many rescues you made in relation to that level and the game.



## WHY DOES QUARMA MATTER?

If being a good Mudokon or Gabbit isn't enough to inspire you to save every Scrub and Fuzzle, think about the rewards. Quarma decides the direction of the storyline, and what cutscenes you see.



A happy ending and the last two levels of the game are yours with a Good or better Quarma rating.

**Angelic Quarma** is earned with a perfect or very near perfect rescue percentage. In addition to having rescued all of the Scrubs and Fuzzles, you must not leave any Natives for dead in the levels. Spend the time to resurrect any fallen comrades. As a reward, you get an extra newspaper scene at the end of the game.

**Good Quarma** is what you get if you are pretty good about saving Fuzzles and Scrubs. Even if you've left a few behind or killed some off, a Good Quarma rating is within reach. The reward for having Good Quarma is the unlocking of the last two levels of the game. Labor Eggs Storage and Vykker Suites are only available if your total Quarma is Good or better. You also get to see a happy ending.



If your total Quarma is bad....

To get a **Bad Quarma** rating, you really have to try. Even if you save very few Scrubs and Fuzzles, you still may not get Bad Quarma. To receive Bad Quarma, you may have to kill a bunch of Scrubs, Natives, and Fuzzles throughout the levels. Overall Bad Quarma ends the game after The Loading Dock, and you're punished with a very scary ending.

Having Bad Quarma throughout the game changes a couple of the newspaper headlines that you see between levels. This is determined by your Quarma for that level, not your total Quarma. Killing all of the Scrubs and Fuzzles in Brewery to Be and Splinterz Manufacturing gets you the alternate newspaper headlines.

There is also **Black Quarma**. Kill all of your buddies and you'll get what you deserve. In addition to the Bad Ending movie, you'll also get an extra newspaper extolling how lame you really are.

